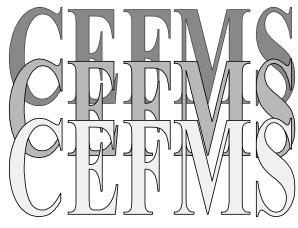


3rd Draft 26 FEB 02



Corps of Engineers Financial Management System

Corps of Engineers Financial Management
System
(CEFMS)
Users Manual

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Section 1.0

OVERVIEW

The time, attendance and labor module of the Corps of Engineers Financial Management System (CEFMS) provides data collection for the Defense Civilian Pay System (DCPS) and CEFMS labor processing from a single source of input. DCPS is the standard civilian pay system for Department of Defense (DoD) employees.

Under the DCPS concept of operations, time and attendance may be directly entered into the DCPS database or collected by an approved Source Data Automation (SDA) system and transmitted each pay period to a designated payroll site for processing. The SDA method was approved for the Corps of Engineers (COE) by the Defense Finance and Accounting Service (DFAS).

DFAS operates three civilian pay centers known as operating locations (OPLOCs). The OPLOCs at Denver and Charleston currently service pay accounts for the COE.

Key individuals at each of the employing agencies are the customer service representatives (CSRs). The CSR, with on-line access to the DCPS database, is able to input employee-related data and perform queries which answer many of the day-to-day pay and leave questions.

Section 2.0 DCPS PROCESSING REQUIREMENTS

DFAS payroll centers receive employee information from hundreds of civilian personnel offices around the world. As an employee's entitlement to pay is based solely on information contained in his or her official personnel record, it is imperative that data be received timely and accurately. Information is downloaded to DCPS nightly from the Defense Civilian Personnel Data System (DCPDS) formerly known as the Army Civilian Personnel System (ACPERS). In addition to pay entitlements, the work location of an employee is determined from data received from the personnel system. Employees are assigned to organizations within an employing activity. These entities are identified as follows:

ACTIVITY - UNIT IDENTIFICATION CODE (UIC) - The Activity - UIC is a six position alphanumeric field which identifies the employing activity.

ORGANIZATION - Organization is a seven position alphanumeric field which identifies a more defined group within the employing activity.

EMPLOYEE - An employee is assigned to a specific organization within the employing activity.

Corps activities have been assigned both a civil and military UIC code. Employees are assigned to a UIC depending on the manpower position they occupy. Recorded in DCPDS, the UIC denotes this employing activity's military or civil identification. When an employee has an employing activity different from their work location, an alternate UIC code is assigned. However, DA interns, officially assigned to a student detachment in Virginia (but physically located elsewhere), are all identified by the Army UIC W4CMAA.

The organization code to which an employee is officially assigned is also recorded in DCPDS. Usually seven positions, this code identifies a specific organization within an employing activity. Organization codes for DA interns may be six or seven positions, consisting of a two-digit Civilian Personnel Office identification (CPO ID) plus 'CE' for Corps of Engineers, followed by the two-digit career management program. A seventh digit may be used to identify two offices that are serviced by the same CPO ID. Since the organization code flows from DCPDS to DCPS and CEFMS, it is important that the organization code be properly reflected in the personnel records.

Section 3.0 TIME AND ATTENDANCE CODES

This section provides a brief description of the standard time and attendance codes used by DCPS and throughout CEFMS.

Graded/Ungraded Code

DCPS classifies employees as either graded (per annum) employees or ungraded (wage grade) employees. The codes to identify these categories are "G" and "U". The graded/ungraded identification is determined by the employee's pay plan. Pay plans beginning with "W" or "X" apply to ungraded employees. All other pay plans are associated with graded employees.

Hour Types

The hour type code is a two position field which identifies the classification of hour(s) reported for an employee. See Appendix A for a quick reference listing of hour type codes. An expanded reference containing definitions immediately follows the quick reference listing.

Shift Codes

Valid shift codes are 0, 1, 2, 3 and 4. Shift code 0 is reserved for use by graded employees, while codes 1, 2, and 3 are used only by ungraded employees. Shift code 4, normally used for rotating shift employees (ungraded) to identify a regular day off (RDO), is also used with traumatic leave (graded and ungraded employees) to track leave falling on the employees' RDO. The system default is 0 for graded employees and 1 for ungraded employees. Shift codes are listed in Appendix B.

- (1) Although power plant employees regularly perform shift work, DCPS requires that only shift code 1 be used, as no shift differential is paid. The hours type field will reflect the appropriate shift worked, i.e., RF, RS, RT.
- (2) Graded employees eligible for OCONUS entitlements, to include a Cost of Living Allowance (COLA), may use other predesignated codes in the shift code field for labor costing purposes. These codes are converted to shift code 0 prior to the payroll transmission to DFAS. In CEFMS, the default for OCONUS employees is the entitlement code contained in the employee's record (Screen 10.47). Overtime, however, is an exception. The default for overtime is shift code 0.

Work Schedule Codes

Appendix B lists work schedule codes and a short title. A work schedule code, as reflected on Standard Form 50, indicates an employee's full-time, part-time or intermittent status.

Alternate Work Schedule (AWS)

Employees authorized to work other than a standard eight-hour day, five day, 40 hour week are assigned to an official AWS. The AWS code identifies which alternate schedule (if any) the employee may work. Time and attendance recorded in CEFMS must agree with the employee's authorized work schedule in DCPS or the transaction is rejected. Appendix C lists AWS codes in the quick reference section along with a time and hour matrix. AWS code definitions may be found in the expanded reference section immediately following the quick reference listing.

Time & Attendance (T&A) Status Codes

The T&A status codes identify an employee's pay status in DCPS. Valid codes are "A" - Active Employee, "P" - Pending Separation, and "X" - Deceased. To change an employee's status code, use Screen 17.4.1, Employee Work Day. The effective date of a change to status "P" or "X" is the actual date of separation or date of death. T&A status codes are listed in Appendix B.

Employee Type Codes

Employee type codes are used within DCPS to identify categories of employees requiring special handling in the pay system. Examples are consultants or fire protection personnel. The employee type code is "R" for regular graded and ungraded employees with no special pay requirements. Appendix B contains a complete list of employee type codes.

Section 4.0

TIME AND ATTENDANCE

OVERVIEW

This section presents instructions for completing predetermined work schedules. Work schedules may be established in CEFMS at the organizational or employee level. Rotating work schedules may also be utilized when scheduled changes occur in a repeated pattern. Current and prior pay period data entry is discussed in addition to the execution of time, attendance and labor reports. The three modules comprising this section include:

- 1) Work Schedules
- 2) Data Entry
- 3) Reports.

INTRODUCTION

DCPS work schedules were designed to build a template for each new pay period and to edit time and attendance data. Each organization within an employing activity must have a default work schedule in the DCPS database. The initial schedule is eight hours per day, Monday through Friday, unless otherwise identified. The CSR may modify a default schedule by inputting necessary changes directly into DCPS. Within CEFMS, the Organization Tour of Duty (Screen 17.5) is used to forecast time and attendance and edit data. Care should be taken to ensure CEFMS and DCPS work schedules are identical. Changes made by timekeepers to the CEFMS organizational schedule must *also* be entered in DCPS by the CSR.

Employees working a different schedule from the organizational default require an individual or employee work schedule. This is created in CEFMS by completing Employee Tour of Duty (Screen 17.6.1) and Employee Work Day (Screen 17.4.1). Data is transmitted electronically to DCPS each pay period. Therefore, changes to an employee's tour of duty (TOD) information need only be made in CEFMS.

Another type of work schedule is the rotating schedule. The Rotating Tour of Duty (Screen 17.2.1) is designed for employees who rotate through a number of set work schedules over several pay periods. A rotating schedule eliminates the need to change work schedules each pay period.

SCREENS

Organization Default Work Schedule (Screen 17.5)

Employee Tour of Duty (Screen 17.6.1)

Employee Work Day (Screen 17.4.1)

Rotating Tour of Duty (Screen 17.2.1)

4.1.1 ORGANIZATION TOUR OF DUTY

SCREENS

Organization Default Work Schedule (Screen 17.5)

PURPOSE

This screen permits a default work schedule to be established for an organization. The default schedule should apply to the majority of graded or ungraded employees within a UIC/organization code combination. Within CEFMS the organizational work schedule eliminates the need to complete an individual schedule for each assigned employee. An organizational work schedule should be created for each group of graded or ungraded employees assigned to each UIC/organization code combination at the employing activity.

HOW TO GET THERE

From the Main Menu, select:

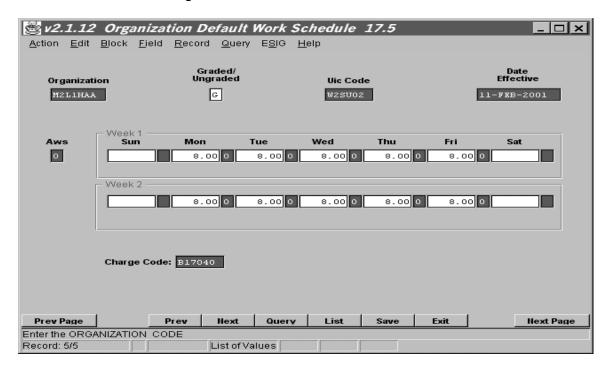
Financial Management Functions
Financial Management
Labor/Payroll
Timekeeper Functions
Organizational Tour of Duty

or

Enter screen number 17.5.

TIPS

- Organizational TOD records are <u>not</u> electronically transmitted to DCPS. Changes in the default work schedule must also be entered directly into DCPS by the CSR. Therefore, caution must be exercised to ensure data in CEFMS matches data stored in DCPS.
- An organization default record is required for each UIC/organization code combination.
- An organization default work schedule is required for each group of graded and ungraded employees within the same UIC/organization code combination.



FIELDS

ORGANIZATION

Required. Enter organization code or press F4 for list.

GRADED/ Required. Enter a "G" to identify

UNGRADED graded employees or a "U" for ungraded

employees.

UIC CODE Required. Enter the appropriate

military, civil, or alternate UIC code for this organization, or press F4 for list. Alternate UIC codes are assigned to DA interns and individuals working at

locations different from that of their

employing activity.

DATE Required. Enter the calendar date on which the work schedule becomes

effective. Date must be the beginning of the current or future pay period. Press

F4 for a list of valid dates.

AWS CODE Required. Enter a default AWS code for

this organization. Press F4 for a list of valid codes. Refer to Appendix C for

AWS code definitions.

WK1 Required. Enter the number of hours

each day that the majority of the

employees within this UIC/organization code combination are scheduled to work. Shift code is required for

ungraded employees.

WK2 Required. Enter the number of hours

each day that the majority of the employees within this UIC/organization code combination are scheduled to work. Shift code is required for

ungraded employees.

CHARGE CODE Optional. Enter the default charge code

for this UIC/organization code combination, or press F4 for list. If forecasted T&A data is <u>not</u> desired,

leave charge code field blank. (This field may be updated by querying an existing record and changing the charge code when necessary.)

WHAT TO DO NEXT

Select <Save> to commit, or <Exit> to return to previous screen.

4.1.2 EMPLOYEE TOUR OF DUTY

SCREENS

Employee Tour of Duty (Screen 17.6.1)

PURPOSE

This screen allows an individual work schedule to be established. An employee TOD record must be created for all part-time employees and employees with work schedules different from the default (organizational) schedule. When no individual work schedule exists, the organizational schedule will apply.

HOW TO GET THERE

From the Main Menu, select:

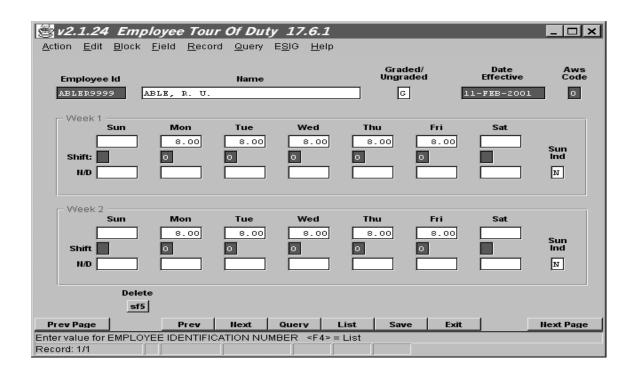
Financial Management Functions
Financial Management
Labor/Payroll
Timekeeper Functions
Employee Tour of Duty

or

Enter screen number 17.6.1.

TIPS

- A TOD record is required for all part-time employees. Part-time employees may work any of the AWS codes available to fulltime employees.
- Intermittent employees do not have a TOD record.
- Changes to TOD records are transmitted to DCPS each pay period.
- Employee TOD records may be changed if the effective date is in the current pay period.
- Employee TOD records require at least one employee work day record. See section 4.1.3 for more information on employee work day records.
- New hires in mid-pay period require a full two-week schedule.



FIELDS

EMPLOYEE ID	Required. Enter employee's identification (ID) number or press F4 for list. System displays name and graded/ungraded status code.
DATE EFFECTIVE	Required. Enter the beginning date of the current or future pay period. Press F4 for a list of valid pay period dates.
AWS CODE	Required. Enter the alternate work schedule code for this employee. Press F4 for a list of valid codes. Reference

Appendix C for AWS Code definitions.

WEEK 1 Required. Enter the number of hours

the employee is regularly scheduled to work each day during the first week of

the pay period.

SHIFT Required for ungraded employees only.

Enter the shift code for each scheduled day. System automatically populates shift 1 for power plant employees and 0

for graded employees.

N/D Optional. Enter the number of hours

after 1800 a graded employee is scheduled to work each day during his/her normal TOD. Do not enter any night differential hours which may apply to scheduled overtime. Ungraded employees are not eligible for night

differential hours.

SUN IND Required. Enter "Y" to indicate the

employee is eligible to receive Sunday premium pay for Saturday work which

extends into Sunday. Ungraded

employees, with the exception of power plant workers, must be assigned to the 2nd or 3rd shift. Graded employees must have scheduled night differential

hours.

WEEK 2 Required. Enter the number of hours

the employee is regularly scheduled to work each day during the second week

of the pay period.

SHIFT Required for ungraded employees only.

Enter the shift code for each scheduled day. System automatically populates

shift 1 for power plant

employees and 0 for graded employees.

N/D

Optional. Enter the number of hours after 1800 a graded employee is scheduled to work each day. Do not enter any night differential hours which may apply to scheduled overtime. Ungraded employees are not eligible for

night differential hours.

SUN IND

Required. Enter "Y" to indicate the employee is eligible to receive Sunday premium pay for Saturday work which extends into Sunday. Ungraded employees, with the exception of power plant workers, must be assigned to the 2nd or 3rd shift. Graded employees must have scheduled night differential hours.

WHAT TO DO NEXT

Select <Save> to commit.

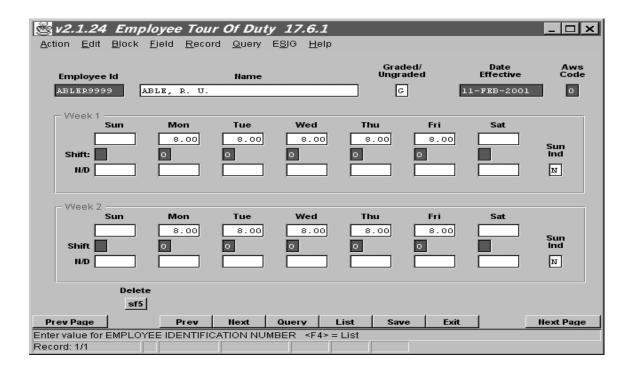
At this point CEFMS performs a check to ensure an Employee Work Day exists for this employee. If a record is present, the Employee Tour of Duty transaction is committed to the database. If a record is <u>not</u> present, the following message is displayed: **Please add (employee id) to EMPLOYEE WORK DAY, using the following form...**

Acknowledge message by selecting 'OK'.

A partially completed Screen 17.4.1 is then displayed.

Enter charge code if desired; otherwise, leave this field blank if employee typically charges to many different codes. Select <Save> to commit the Employee Work Day information, or <Exit> to return to screen 17.6.1. Select <Exit> again to commit the Employee Tour of Duty data.

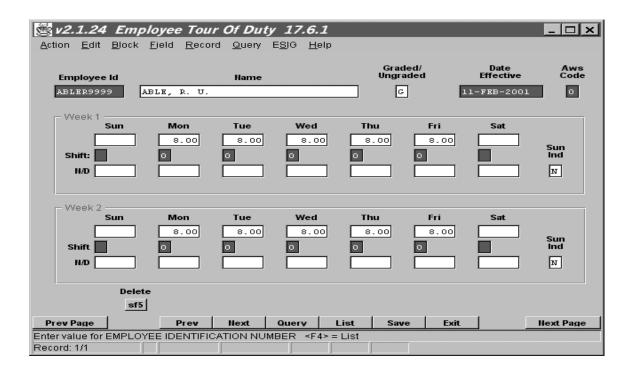
Example: Employee TOD for New Employee



The employee's first day of duty is the second Monday of the pay period. The beginning date of the pay period is entered as the effective date of the work schedule; while the effective date of his personnel action is entered as the effective date of the Employee Work Day (Screen 17.4.1). The work schedule is completed for an entire pay period. Time and attendance edits will not be performed for week one. A new schedule is not required for the next pay period when an employee works his first full pay period.

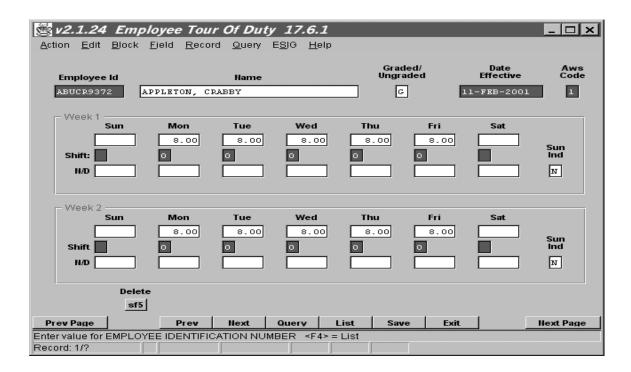
NOTE: Complete the employee TOD record before entering any data on screen 17.4.1 Employee Work Day.

Example: AWS Code "0" - No AWS - F/T Employee



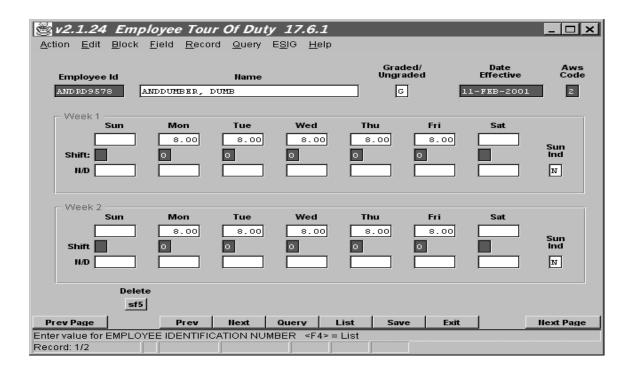
The employee has a standard schedule consisting of 8 hour days, 40 hour weeks and 80 hours per pay period. AWS code "0" also applies to all fire protection personnel with 112, 120 or 144 hour schedules. No credit hours are authorized.

Example: AWS Code "1" - Flexitour - F/T Employee



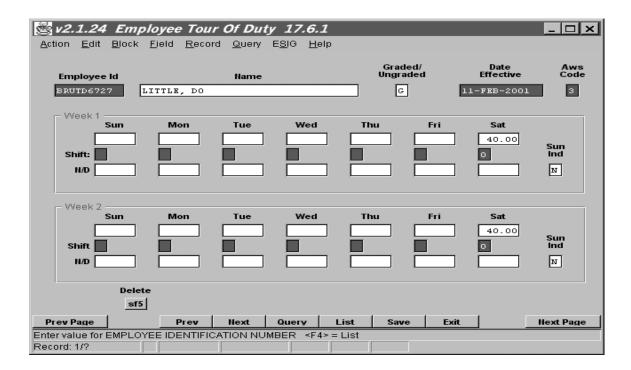
The employee has a schedule consisting of 8 hour days, 40 hour weeks and 80 hours biweekly. Fixed arrival and departure times have been established. Credit hours may be authorized with this schedule.

Example: AWS Code "2" - Gliding Schedule - F/T Employee



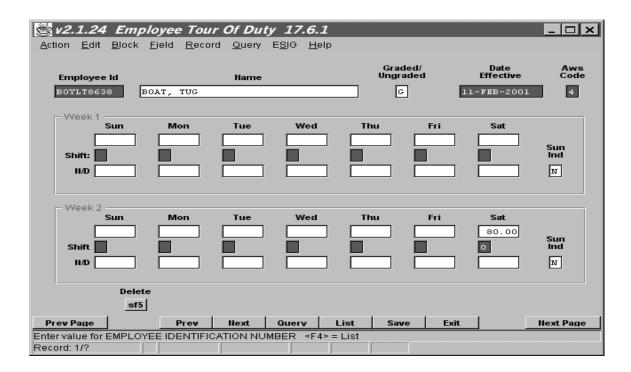
The employee has a basic work requirement of 8 hour days, 40 hour weeks and 80 hours per pay period. Arrival and departure times may vary without notification. Credit hours may be authorized with this schedule.

Example: AWS Code "3" - Variable Day Schedule - F/T Employee



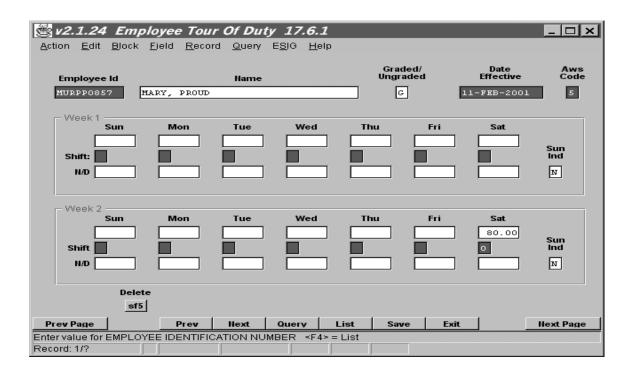
The employee has a basic work requirement of 40 hours each week and 80 hours biweekly. Employee may vary arrival and departure times as well as length of workday without notification. Credit hours may be authorized with this schedule.

Example: AWS Code "4" - Variable Week (Employee Request) - F/T Employee



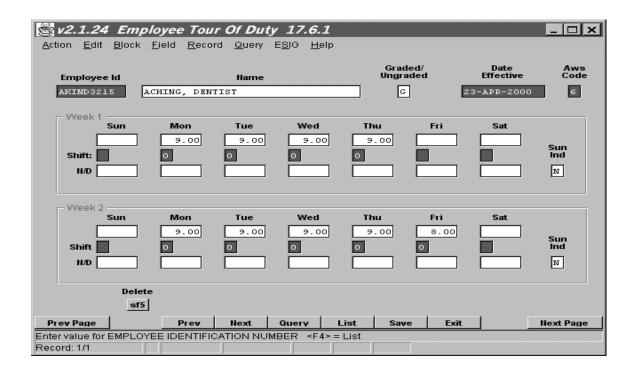
The employee has a basic work requirement of 80 hours biweekly. Employee may vary arrival and departure times and length of workday and workweek without notification. Credit hours may be authorized with this schedule. Hours worked in excess of 40 hours per week will be assumed by DCPS to have been at the employee's request and should be reported as credit hours. The Fair Labor Standards Act (FLSA) computation will be based on a biweekly basis.

Example: AWS Code "5" - Maxiflex Work Schedule (Employee Request) - F/T Employee



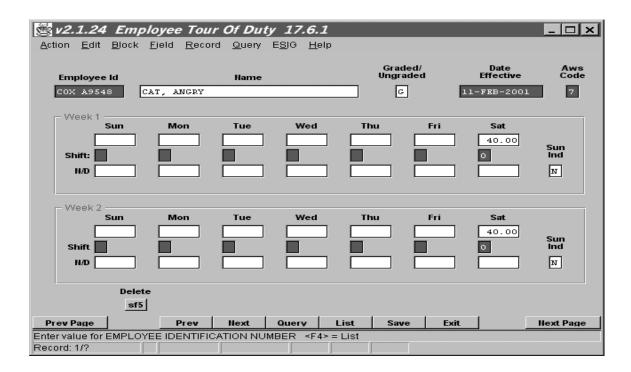
The employee has a basic work requirement of 80 hours biweekly. Employee may work less than 5 days per week and/or less than 10 days during the biweekly pay period. Employee may vary arrival and departure times without notification. Core time is required 3 days per week and credit hours may be authorized for this schedule. Hours worked in excess of 40 hours a week will be assumed by DCPS to have been at the employee's request and should be reported as credit hours. FLSA will be computed on a biweekly basis.

Example: AWS Code "6" - Compressed Work Schedule - F/T Employee



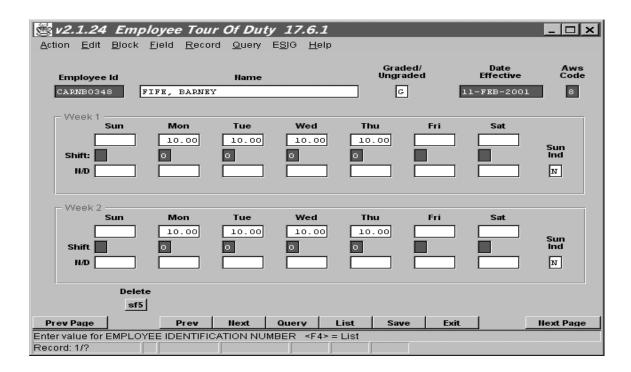
The employee has a basic work requirement of 80 hours biweekly. The number of hours in a week may vary, but the number of hours each workday must be scheduled. Also known as the 5-4/9 plan, the employee may work 9 hour days for eight days and an 8 hour day on the 9th day to complete 80 hours for the pay period. The 10th day is an off-day. FLSA will be computed on a biweekly basis.

Example: AWS Code "7" - First Forty - F/T Employee



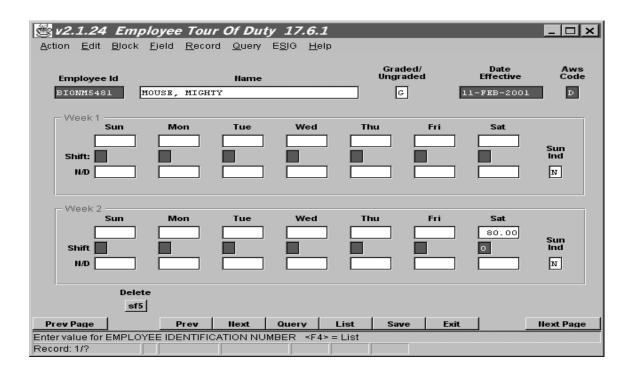
The employee has a basic work requirement of 40 hours a week and 80 hours biweekly. The number of hours per day may vary (0-24).

Example: AWS Code "8" - Compressed Work Schedule (40 hours weekly) - F/T Employee



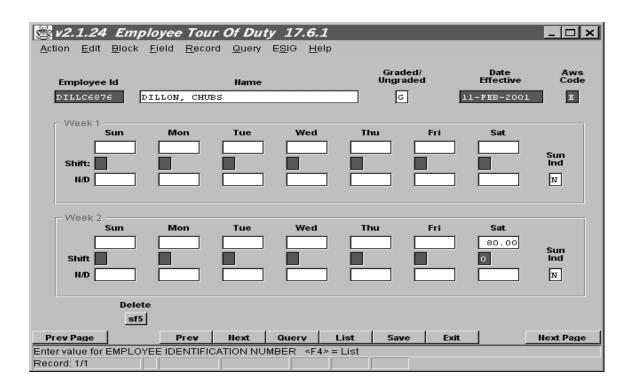
The employee has a basic work requirement of 40 hours each week and 80 hours biweekly. The number of regular hours each workday must be scheduled. The agency/employee establishes a fixed work schedule limited to four 10 hour days.

Example: AWS Code "D" - Variable Work Schedule (Activity Request) - F/T Employee



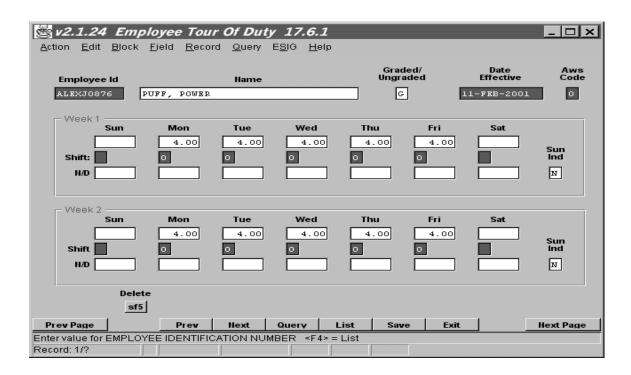
The employee has a basic work requirement of 80 hours biweekly. Employee may vary arrival and departure times and length of workday and workweek without notification. Credit hours may be authorized with this schedule. Regular hours worked in excess of 40 hours a week will be used in calculating the FLSA entitlement. It will be assumed by DCPS that the activity requested the employee to work more than 40 hours in a week. Excess hours should **not** be reported as credit hours. FLSA will be computed on a weekly basis.

Example: AWS Code "E" - Maxiflex Work Schedule (Activity Request) - F/T Employee



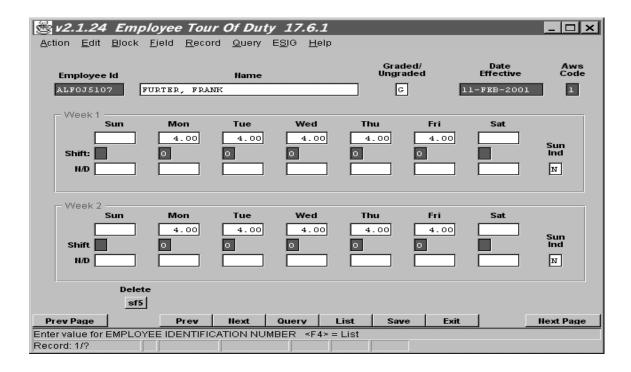
The employee has a basic work requirement of 80 hours biweekly. Employee may work less than 5 days per week and/or less than 10 days during the pay period and may vary arrival and departure times. Core time is required 3 days a week. Credit hours may be authorized for this schedule. Regular hours worked in excess of 40 hours a week will be used in calculating the FLSA entitlement. It will be assumed by DCPS that the activity requested the employee to work more than 40 hours in a week. The excess hours should **not** be reported as credit hours. FLSA will be computed on a weekly basis.

Example: AWS Code "0" - No AWS - P/T Employee



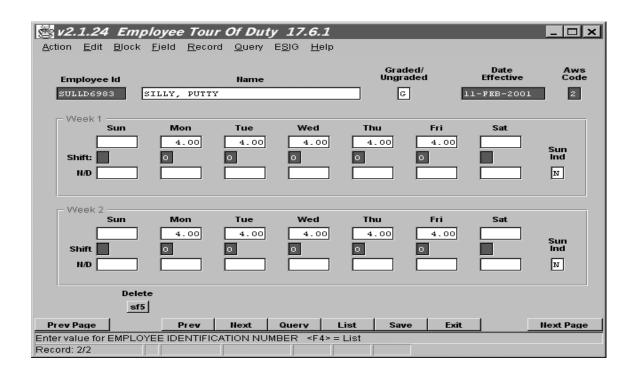
The employee has a standard five day per week schedule consisting of less than 8 hours per day.

Example: AWS Code "1" - Flexitour - P/T Employee



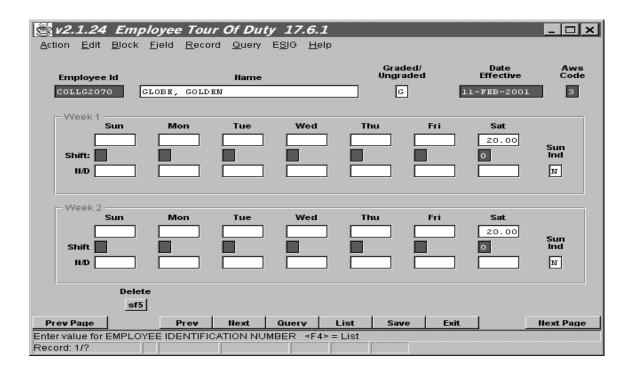
The employee has a five day per week schedule consisting of less than 8 hours per day. Fixed arrival and departure times have been established. Credit hours may be authorized with this schedule.

Example: AWS Code "2" - Gliding Schedule - P/T Employee



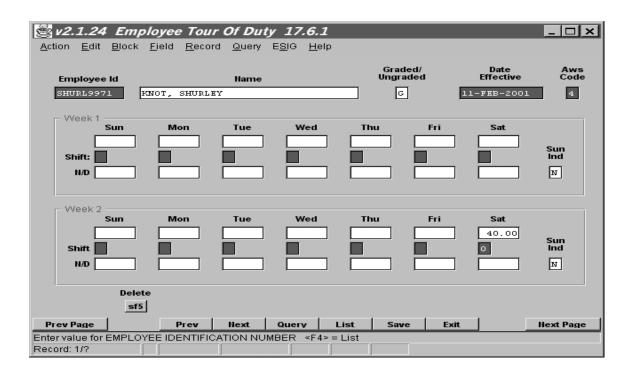
The employee has a basic work requirement of five days per week consisting of less than 8 hours per day and less than 40 hours each week. Arrival and departure times may vary without notification. Credit hours may be authorized with this schedule.

Example: AWS Code "3" - Variable Day Schedule - P/T Employee



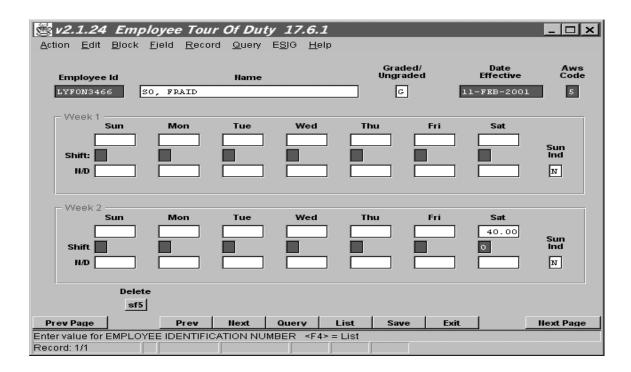
The employee has a basic work requirement of less than 40 hours each week. Employee may vary arrival and departure times as well as length of workday without notification. Credit hours may be authorized with this schedule.

Example: AWS Code "4" - Variable Week (Employee Request) P/T Employee



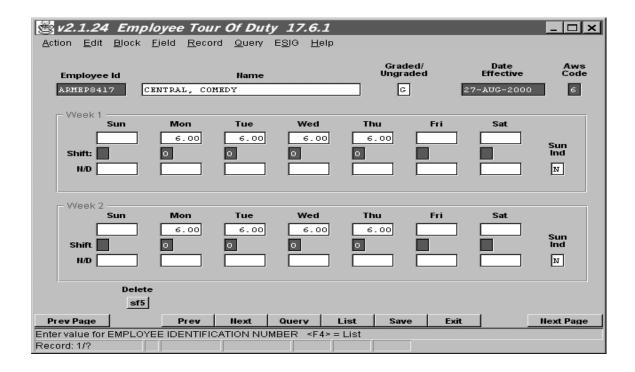
The employee has a basic work requirement of less than 80 hours per pay period. Employee may vary arrival and departure times and length of workday and workweek without notification. Credit hours may be authorized with this schedule. Hours worked in excess of 40 hours per week (if any) will be assumed by DCPS to have been at the employee's request and should be reported as credit hours. FLSA will be computed on a biweekly basis.

Example: AWS Code "5" - Maxiflex Work Schedule (Employee Request) - P/T Employee



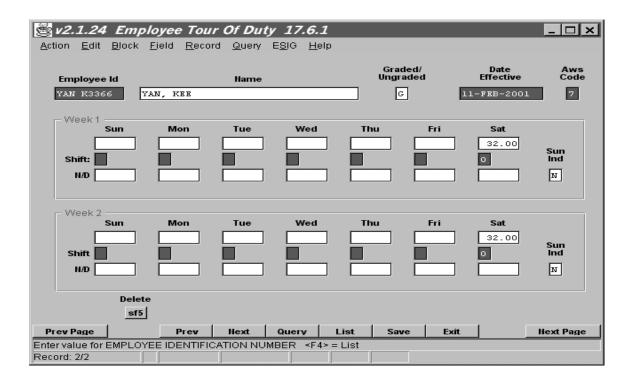
The employee has a basic work requirement of less than 80 hours per pay period. Employee may work less than 5 days per week and/or less than 10 days during the biweekly pay period. Employee may vary arrival and departure times without notification. Core time is required 3 days per week and credit hours may be authorized for this schedule. Hours worked in excess of 40 hours a week (if any) will be assumed by DCPS to have been at the employee's request and should be reported as credit hours. FLSA will be computed on a biweekly basis.

Example: AWS Code "6" - Compressed Work Schedule - P/T Employee



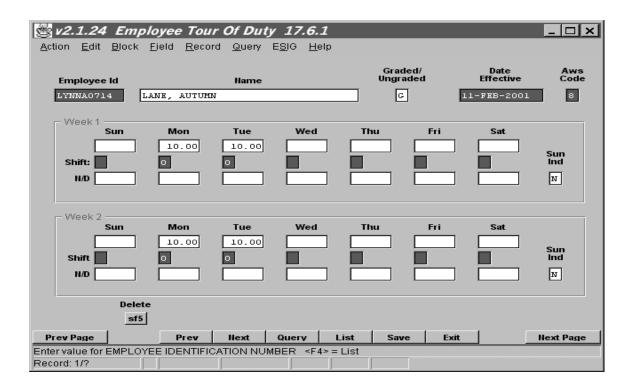
The employee has a basic work requirement of less than 80 hours per pay period. The number of hours in a week may vary, but the number of hours each workday must be scheduled. FLSA will be computed on a biweekly basis.

Example: AWS Code "7" - First Forty - P/T Employee



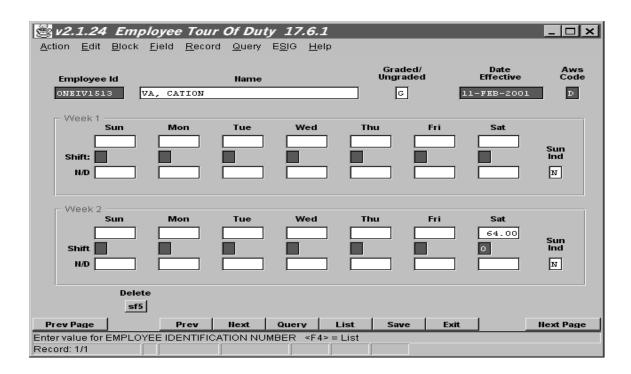
The employee has a basic work requirement of less than 40 hours per week and 80 hours per pay period. The number of hours per day may vary.

Example: AWS Code "8" - Compressed Work Schedule (40 Hours Weekly) - P/T Employee



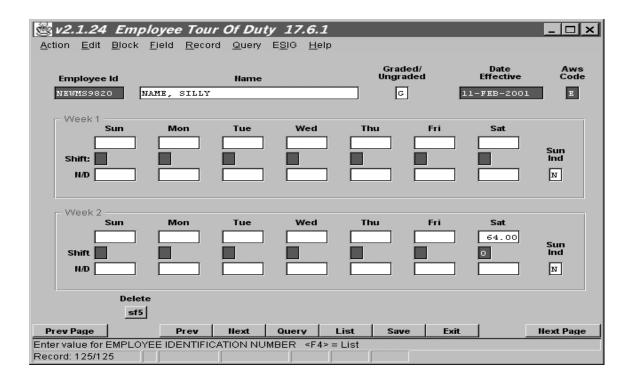
The employee has a basic work requirement of less than 40 hours each week and 80 hours biweekly. The number of regular hours each workday must be scheduled. The agency/employee establishes a fixed work schedule.

Example: AWS Code "D" - Variable Work Schedule (Activity Request) - P/T Employee



The employee has a basic work requirement of less than 80 hours biweekly. Employee may vary arrival and departure times and length of workday and workweek without notification. Credit hours may be authorized with this schedule. Regular hours worked in excess of 40 hours a week (if any) will be used in calculating the FLSA entitlement. It will be assumed by DCPS that the activity requested the employee to work more than 40 hours in a week. Excess hours should **not** be reported as credit hours. FLSA will be computed on a weekly basis.

Example: AWS Code "E" - Maxiflex Work Schedule (Activity Request) - P/T Employee



The employee has a basic work requirement of less than 80 hours biweekly. Employee may work less than 5 days per week and/or less than 10 days during the pay period and may vary arrival and departure times. Core time is required 3 days a week. Credit hours may be authorized for the schedule. Regular hours worked in excess of 40 hours a week (if any) will be used in calculating the FLSA entitlement. It will be assumed by DCPS that the activity requested the employee to work more than 40 hours in a week. The excess hours should **not** be reported as credit hours. FLSA will be computed on a weekly basis.

4.1.3

EMPLOYEE WORK DAY

SCREENS

Employee Work Day (Screen 17.4.1)

PURPOSE

This screen establishes and allows modifications to an employee's T&A status, default charge code, and repeating schedule or rotating shift hours. Changes to these data fields are transmitted electronically to DCPS each pay period.

HOW TO GET THERE

From the Main Menu, select:

Financial Management Functions
Financial Management
Labor/Payroll
Timekeeper Functions
Employee Work Day Change

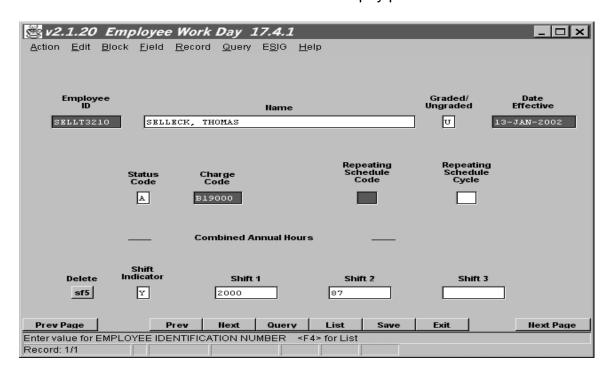
or

Enter screen number 17.4.1.

TIPS

 When an employee transfers or separates from the Corps, the pending separation code "P" must be entered to prevent continuation of pay in DCPS.

- The entry of a default charge code will cause T&A data to be forecast in the timekeeper's data entry screen (17.3) for fixed work schedules (0, 1, 2, 6 and 8).
- The delete option is only available to CSRs, and only applies to records in the current or future pay periods.



FIELDS

EMPLOYEE ID Required.

Required. Enter employee's ID number, or press F4 for list. System displays name and graded/ungraded status

code.

DATE EFFECTIVE Required. Enter the date on which the change becomes effective. This is normally the first day of a pay period; however, the effective date for a new, separating or deceased employee should be the first day of duty, date

of separation or death. (This field may be updated by querying an existing record and changing the date, if the date to be changed falls in the current pay

period).

STATUS CODE Required. Enter "A" for active, "P" for

pending separation or "X" for deceased.

CHARGE CODE Optional. Enter the default labor charge

> code, or press F4 and select from list. You may leave this field blank if employee typically charges to many different codes, and forecasted T&A data is not desired. (This field may be updated by querying an existing record

and changing the charge code.)

REPEATING SCHEDULE CODE

assigned to the repeating work schedule (sometimes referred to as

Optional. Enter the alpha code

platoon code) by the payroll office.

REPEATING SCHEDULE CYCLE

Optional. Enter the cycle number of the first biweekly rotation.

SHIFT

Required for ungraded employees only. Enter a "Y" if the employee **INDICATOR**

regularly works more than one shift.

Otherwise, enter "N".

COMBINED ANNUAL HOURS (Must be completed if shift indicator is "Y".) FEGLI rates are determined based on this data.

SHIFT 1 Enter the estimated number of hours per

year that the employee works the first

shift.

SHIFT 2 Enter the estimated number of hours per

year that the employee works the

second shift.

SHIFT 3 Enter the estimated number of hours per

year that the employee works the third

shift.

NOTE: Combined hours (all shifts)

must total 2087.

WHAT TO DO NEXT

Select <Save> to commit, or <Exit> to return to previous screen.

4.1.4 ROTATING TOUR OF DUTY

SCREENS

Rotating Tour of Duty (Screen 17.2.1)

PURPOSE

This screen is used to establish rotating work schedules within CEFMS. This data must agree with the rotating schedules created in DCPS by the payroll office. Each pay period schedules automatically advance to the next rotation. Rotating schedules may be advantageous for any employee who regularly changes TODs on a predetermined basis.

HOW TO GET THERE

From the Main Menu, select:

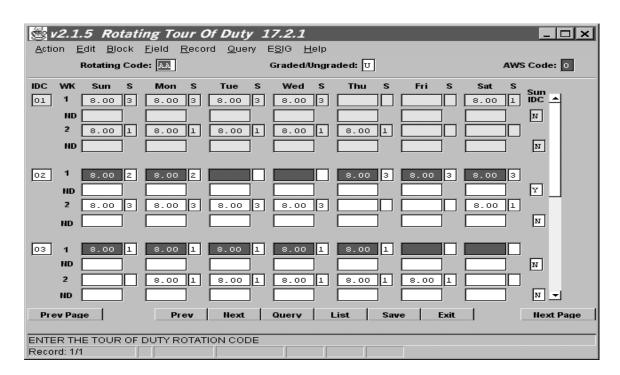
Financial Management Functions
Financial Management
Labor/Payroll
Timekeeper Functions
Rotating Tour of Duty

or

Enter screen number 17.2.1.

TIPS

DCPS data or rotating schedule must be available prior to completing this record.



FIELDS

ROTATING CODE	Required. Enter the alpha code assigned to this rotating TOD by the payroll office.
GRADED/ UNGRADED	Required. Enter a "G" or "U". This code identifies whether the rotating schedule applies to graded or ungraded employees.
AWS CODE	Required. Enter the AWS code for any fixed work schedule or press F4 for list of valid codes. Fixed work

TIMEKEEPER USERS GUIDE

schedule codes are 0, 1, 2, 6, and 8. Then press <PgDn> to continue.

IDC Required. Enter the beginning cycle

number of the rotating work schedule.

WK 1 Required. Enter the number of hours

and shift code for the first week of the

cycle.

ND Optional. Enter the number of

scheduled night differential hours for the

first week of the cycle.

SUN IDC Required. Enter "Y" to indicate eligibility

for Sunday premium pay for Saturday

work extending past midnight.

Ungraded employees with the exception

of power plant workers must be

assigned to the 2nd or 3rd shift. Graded employees must have scheduled night

differential hours.

WK 2 Required. Enter the number of hours

and shift code for the second week of

the cycle.

ND Optional. Enter the number of

scheduled night differential hours for the

second week of the cycle.

SUN IDC Required. Enter "Y" to indicate eligibility

for Sunday premium pay for Saturday

work extending past midnight.

Ungraded employees, with the

exception of power plant workers, must be assigned to the 2nd or 3rd shift. Graded employees must have scheduled night differential hours.

Press the down arrow key to advance to

the next cycle.

IDC

Required. Enter the next cycle number of the rotating work schedule. Follow instructions for fields beginning with WK1 and ending with SUN IDC for WK2. Continue in this fashion until all cycles have been entered.

WHAT TO DO NEXT

Select <Save> to commit, or <Exit> to return to previous screen.

INTRODUCTION

The process with which the CSR opens a new pay period also creates a template for the period, based on predetermined work schedules, default labor charge codes and available funding. When system generated data is present, timekeepers are required only to enter the exceptions which may arise during the period.

TOD edits are performed to validate T&A and ensure data is in agreement with work schedules. Sample posting entries and a discussion of end of month (EOM) labor processing are presented in this section.

SCREENS

Timekeeper Entry (Screen 17.3)

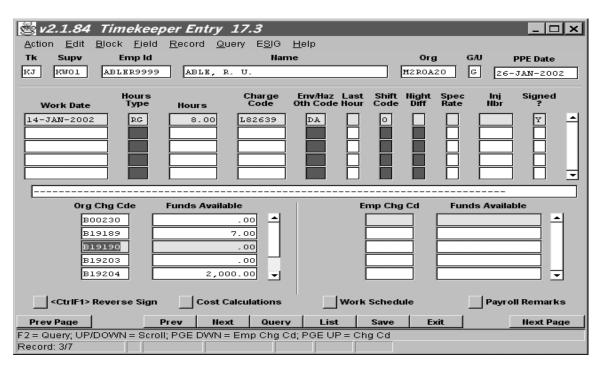
Tour of Duty Edits (Screen 17.12)

Prior Period Correction (Screen 9.1.3)

Previous Pay Period Tour of Duty Edits (Screen 9.1.6)

4.2.1	TIMEKEEPER ENTRY (CURRENT PERIOD)
SCREENS	
	Timekeeper Entry (Screen 17.3)
PURPOSE	
	This screen is available to timekeepers for input of current period T&A data. At the beginning of each pay period a template may be created from work schedule data. Timekeepers then enter exceptions, and add remarks as required. If no template is generated, timekeepers must enter time for each scheduled workday.
HOW TO GET THERE	
	From the Main Menu, select:
	Financial Management Functions Financial Management Labor/Payroll Timekeeper Functions T & A - Current Period
	or
	Enter screen number 17.3.
TIPS	
	 Press <pgdn> to advance cursor to the next block and <pgup> to return to preceding block.</pgup></pgdn>

- To duplicate a previous entry press F9, then F7. Change desired field(s), and select <Save> to commit.
- <Ctrl F1> is used to reverse an entry which has been electronically signed by a supervisor. It can be used if a timekeeper has completed her TOD edits through the end of the month, but not through the end of the pay period.
- New employees may be added to CEFMS via the personnel interface or data manager screen 10.47. These employees will appear on the Timekeeper Entry screen when the proper timekeeper code has been entered on the employee record.
- The status code of a terminating employee should be changed on Employee Work Day (Screen 17.4.1). See Section 4.1.3 for details.



FIELDS

BLOCK 1

Enter timekeeper code, supervisor code, or employee ID number. Then

press F3 to execute query. System populates timekeeper code, supervisor code, employee ID and name, organization code, graded/ungraded indicator and pay period end date.

SUPV

Generated. This field is populated by the system; however, a timekeeper may change the supervisor code if necessary. Press F4 for list of valid supervisor codes, select the correct code and select <Save> to commit the change.

Press <PgDn> to advance cursor to the next block.

BLOCK 2

WORK DATE Required. Work dates may be changed,

added or deleted as required. Select <Cost Calculations> or press <PgDn>

from this field to view costing

information. Select <Exit> to return

cursor to work date field.

HOURS TYPE Required. Enter or change data by

inputting a valid hours type code, or press F4 for a list. To perform query on hours type code or description, press F2, enter the search criteria and press

F3. <Enter> returns selection.

HOURS Required. Enter the number of

applicable hours. Partial hours are accepted in ¼ hour increments; that is, .25, .50, .75. Select <Work Schedule> or press <PgDn> from this field to view

employee's current

work schedule. Select <Exit> to return cursor to the hours field.

CHARGE CODE

Required. Enter the appropriate labor charge code. Valid charge codes are those authorized by a manager and having sufficient funding to cover labor cost. These codes are displayed at the bottom of the screen. To view additional charge codes, press <PgDn> to advance cursor to the next block, and then press the down arrow key. <PgUp> returns cursor to the charge code field. Press <Ctrl F1> or select <Payroll Remarks> to enter payroll remarks. Select <Exit> to return to previous screen.

ENV/HAZ OTH CDE Optional. Enter a code for the type of environmental/hazardous work performed. This field is also used to identify the type of union representational hours, or to identify the reason for family leave taken by an employee. Press F4 for list of valid codes. Query may be performed on code or description.

LAST HOUR

Optional. For ungraded employees, only enter a "Y" if environmental or hazardous work was performed on the *last regularly scheduled hour* of the pay period.

SHIFT CODE

Generated. (1) For ungraded employees this field may be used as a temporary shift override to an employee's work schedule. A new work schedule should be created, however, when a permanent shift change takes place. (2) For graded

employees at overseas locations, OCONUS entitlement codes may be used for labor costing purposes. (3) DCPS requires shift code 1 to be used for all power plant employees. The actual shift worked is identified in the hours type field. (4) Shift code 4 is used for rotating shift employees to identify a regular day off (RDO) and for traumatic leave to track leave falling on the employee's RDO.

NIGHT DIFF

Optional. Enter a "Y" to identify night differential hours for graded employees. An additional premium is payable for *scheduled* time worked between 1800 and 0600 hours. Ungraded employees are not eligible for night differential. Night differential hours must be entered on a separate line.

SPEC RATE

Optional. Use this field when an ungraded employee becomes eligible for payment at an alternate rate. Enter a "1" for temporary promotion to foreman or a "2" if the employee is temporarily promoted to working supervisor.

INJ NBR Optional. Enter the month and day (MMDD) of a traumatic injury. Injury number is to be used with hours type LT (Traumatic Leave).

SIGNED

Generated. A system-generated "Y" in this field indicates early labor has been processed in CEFMS for this T&A entry. This data may be corrected prior to the end of the pay period by pressing <Ctrl F1> to reverse entry, then entering the

correct T&A transaction. This option becomes disabled once a timekeeper has approved data through the end of the pay period via Tour of Duty Edits (Screen 17.12).

WHAT TO DO NEXT

Select <Save> to commit, or <Exit> to return to previous screen.

4.2.2 TIME AND ATTENDANCE EXAMPLES

INTRODUCTION

In this section, sample T&A entries are provided to assist timekeepers with posting requirements. Transactions have been grouped into three main categories - leave, overtime/compensatory time and other premium pay.

EXAMPLES

LEAVE

Family Medical Leave Family Friendly Leave Restored Annual Leave Military Leave Traumatic Leave

OVERTIME/COMPENSATORY TIME

Scheduled Unscheduled Callback Night Differential on Overtime Hours Overtime for Part-time Employees

OTHER PREMIUM PAY

Environmental/Hazard Conditions ENV/HAZ Last Hour Night Differential Night Differential on Paid Leave Shift Codes for Ungraded Employees Sunday Premium

Family Medical Leave Codes:

- DA Birth of son/daughter or care of newborn
- DB Adoption or foster care
- DC Care for spouse, son, daughter or parent with a serious health condition
- DD Serious health condition of employee

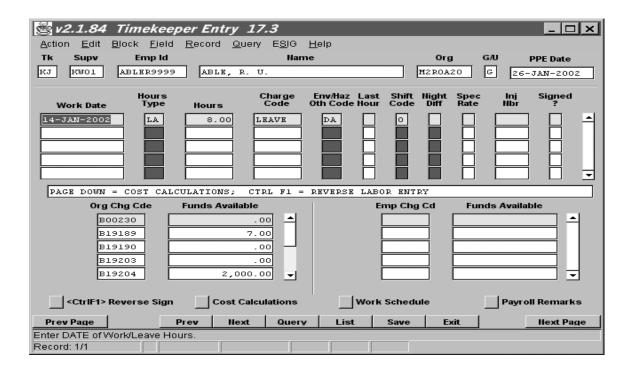
Family medical leave codes will be reported with the applicable leave codes (LS, LA, LB, LG, KA, LQ, LR, CT and CN). Family medical leave codes are posted in the env/haz/oth field along with the applicable leave code (which is posted in the hours type field).

Family Friendly Leave Codes:

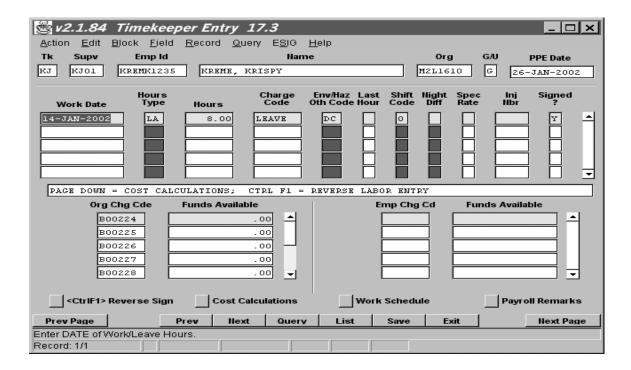
- DE FFL Family Care/Bereavement Sick leave taken to 1) provide care for a family member, 2) make arrangements necessitated by the death of a family member, or attend the funeral of a family member
- DF Sick Leave for Adoption Purposes Sick leave taken for purposes relating to the adoption of a child

Family friendly leave codes will be reported with the applicable leave codes (LS and LG). Family friendly leave codes are posted in the env/haz/oth field along with the applicable leave code (which is posted in the hours type field).

Example: Posting Family Medical Leave for Birth of Child

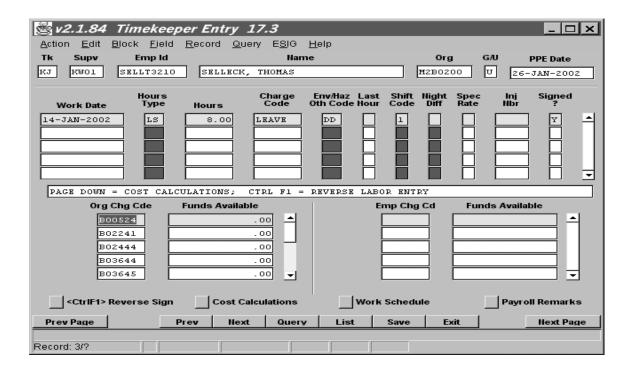


Example: Posting Donated Leave for Family Member



Post donated leave as "LA" along with the applicable family medical leave code. DCPS will convert to donated leave.

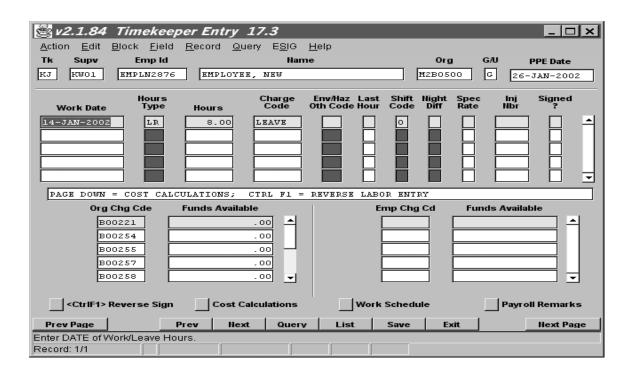
Example: Posting Donated Leave for Self



When donated leave is for a serious illness of the employee, use hours type "LS" along with family medical leave code "DD". DCPS will convert to annual or donated annual leave when sick leave hours are depleted.

RESTORED ANNUAL LEAVE

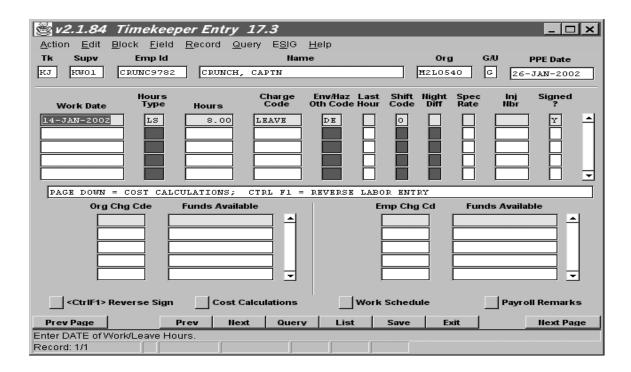
Three restored annual leave accounts are available within DCPS to track leave balance from three consecutive leave years. An unused leave balance in the oldest account is forfeited at the close of the leave year. Therefore, restored leave in the oldest account should be used first. This account is identified by hours type "LR". Hours type "LQ" identifies the next oldest account while "LP" is used for the most recent leave account.



Example: Posting Restored Annual Leave

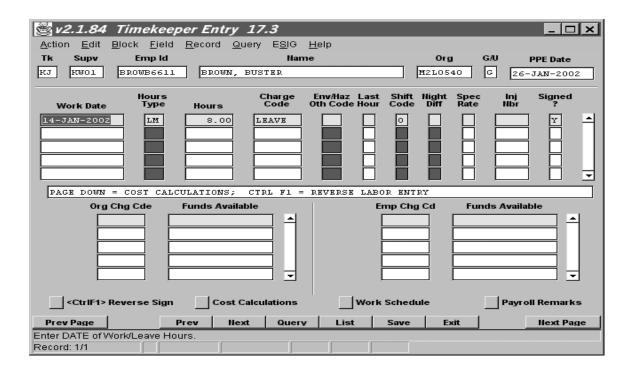
Hours type "LR" should be entered for an employee taking restored annual leave. DCPS will default to hours type "LQ" or "LP" if necessary.

Example: Posting Family Friendly Leave to Provide Care for a Family Member



Post leave with hours type LS or LG, along with the family friendly leave code in the env/haz/oth field.

Example: Posting Military Leave On a Regularly Scheduled Work Day



Military leave is posted in hourly increments for all regularly scheduled workdays. This applies to both graded and ungraded employees.

TRAUMATIC LEAVE

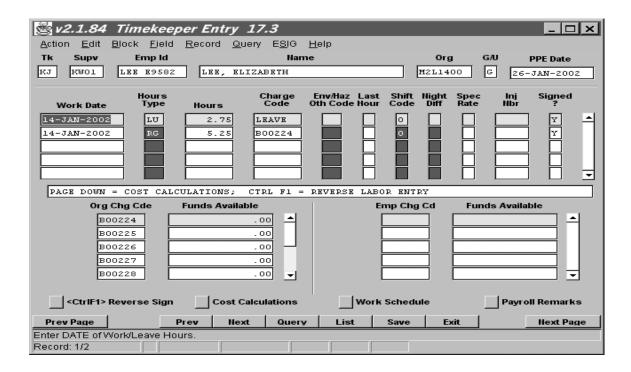
An employee injured on the job is entitled to 45 days of Continuation of Pay (COP). For the date of injury, hours type "LU" should be posted with the number of hours left in the duty day at the time of injury. These hours are chargeable to administrative leave. If the injury occurs at the end of the duty day when the employee is leaving the workplace or while working overtime, "LU" is posted with no hours.

DCPS generates an injury number using the date the "LU" was posted. For example, an employee injured on 14 January 2002 would receive a DCPS generated number, of "0114" (MMDD).

As traumatic leave is used, the injury number is required with the "LT" hours type.

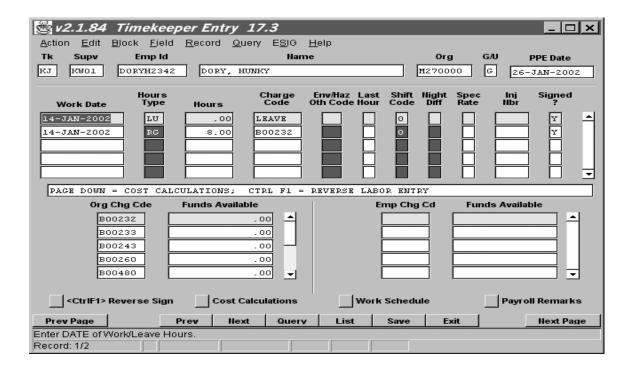
As in the case of military leave, DCPS must track the number of calendar days that an employee is on COP. LT used on the employee's RDO is posted using a shift code of "4".

Example: Posting an Injury During Duty Hours



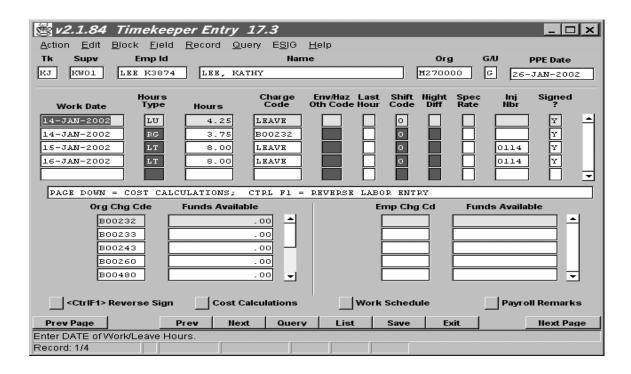
This employee was injured on the job and sent home with 2 hours and 45 minutes remaining on her regularly scheduled work day.

Example: Posting an Injury After Normal Duty Hours



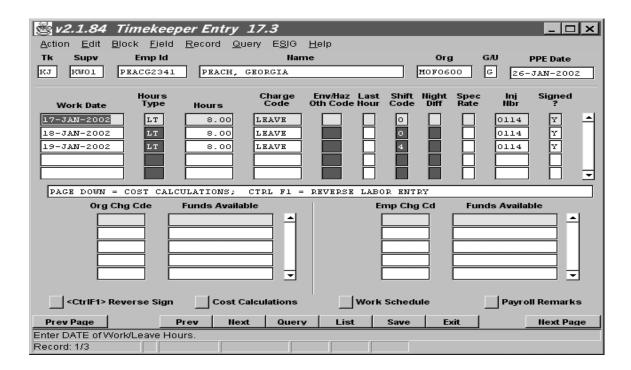
This employee was injured leaving the workplace. There were no hours remaining in the duty day; therefore, "LU' is posted without hours.

Example: Posting Injury with Traumatic Leave



In this example the employee was injured during normal duty hours on 14 January 2002, and was not able to report to work for the next two days. The LT entry must include an injury number which is the month and day the injury occurred.

Example: Posting Traumatic Leave on Regular Day Off



When traumatic leave is posted on the employee's regular day off, use a shift code of "4" for both graded and ungraded employees. This is the method used by DCPS to track the number of COP calendar days.

OVERTIME/COMPENSATORY TIME

Employees who work in excess of their normal TOD, 8 hours a day, 40 hours per week, are generally entitled to receive overtime pay or compensatory time off.

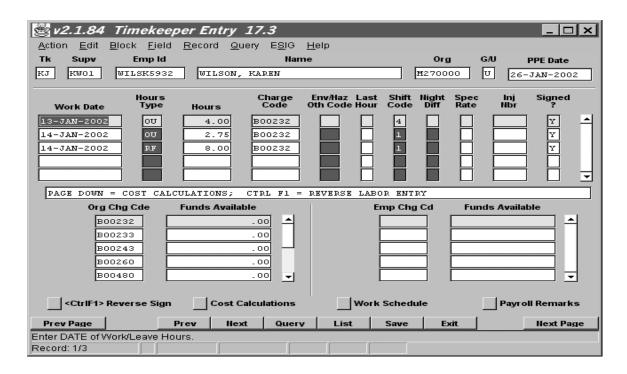
DCPS classifies overtime as scheduled or unscheduled, as well as callback overtime. Scheduled overtime relates to work which is scheduled prior to the start of the employee's regular administrative work week. Callback overtime and comp time callback may be posted on a normal duty day when an employee is required to return to work following completion of a normal duty day.

🗟 v2.1.84 Timekeeper Entry 17.3 _ | | | | | <u>Action Edit Block Field Record Query ESIG Help</u> Supv Emp Id Org PPE Date КJ KW01 QUITM1577 QUITE-CONTRARY, MARY M270000 G 26-JAN-2002 Env/Haz Last Oth Code Hour Hours Type Charge Code Spec Rate Signed Work Date Hours 0 14-JAN-2002 Y os 1.00 B00232 0 Y 14-JAN-2002 6.00 B00232 0 Y Y 14-JAN-2002 RG 2.00 B00232 = REVERSE LABOR ENTRY Org Chg Cde Funds Available B00232 00 B00233 00 B00243 00 B00260 . 00 B00480 00 <CtrlF1> Reverse Sign Cost Calculations Work Schedule Payroll Remarks Prev Page Prev Next Save Exit **Next Page** Enter DATE of Work/Leave Hours Record: 1/3

Example: Posting Scheduled Overtime and Night Differential

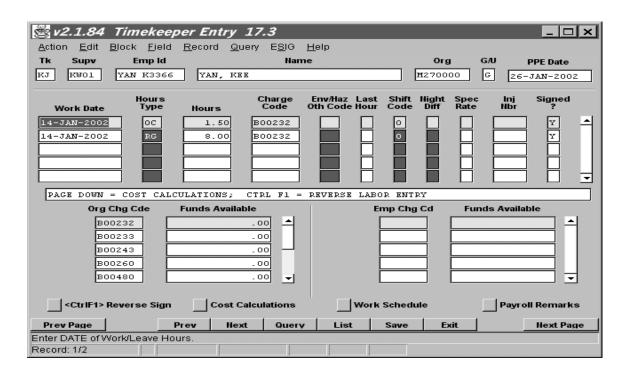
Employee is scheduled for 2 hours of night differential each day. Because overtime worked at the end of the day was scheduled, the employee is entitled to night differential pay for the overtime hours also.

Example: Posting Unscheduled Overtime for a Rotating Shift Employee



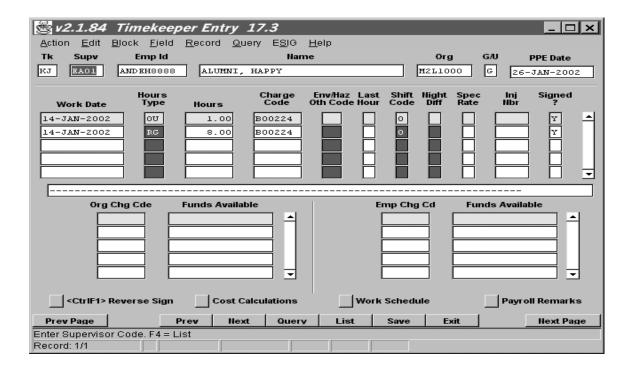
This employee, who regularly rotates shifts, was required to work 4 hours unscheduled overtime on a regularly scheduled day off. She was also required to work 2 hours and 45 minutes of unscheduled overtime at the end of a normal workday.

Example: Posting Callback Overtime



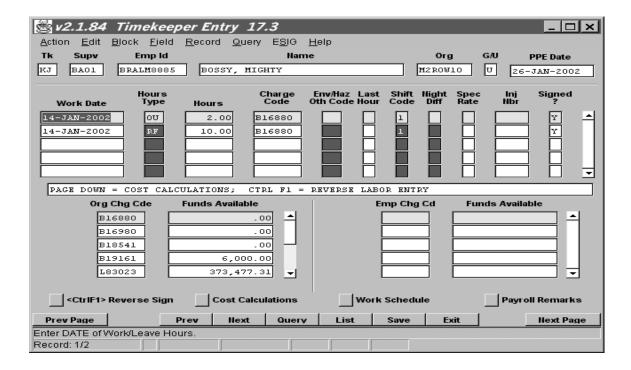
This employee was called back to work after completing a regular workday. Post the exact number of overtime hours. DCPS will pay a minimum of 2 hours callback overtime.

Example: Overtime for Part-Time Employee (6 Hour Tour)



This part-time employee worked three unscheduled hours past their normal tour of 6 hours. Eight regular hours must be posted before overtime is authorized. Employee is entitled to overtime for work in excess of eight hours a day or their normal tour of duty whichever is greater.

Example: Overtime for Part-Time Employee (10 Hour Tour)



This part-time employee worked two unscheduled hours past their normal tour of 10 hours. Since the scheduled tour is greater than eight hours, overtime is handled the same as for a full-time employee. The employee is entitled to 2 hours of overtime.

OTHER PREMIUM PAY

Employees working under environmental or hazardous conditions are entitled to additional pay depending on the condition under which the work is performed. See Appendix A for a list of environmental/hazard codes. Generally the premium applies to all hours paid for the day. However, under certain conditions, ungraded employees are paid the premium for actual exposure time.

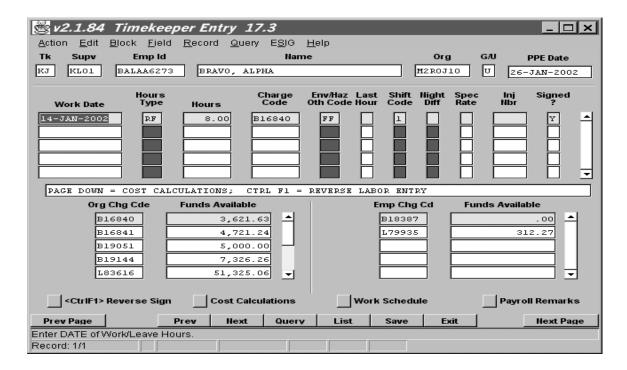
The last hour indicator is required for <u>ungraded</u> employees working under an env/haz condition during the <u>last hour</u> of the <u>regular scheduled tour</u>. DCPS uses this indicator to determine the correct deduction for Federal Employees Group Life Insurance (FEGLI).

Graded employees are entitled to receive a 10 percent differential for <u>scheduled</u> work between 1800 and 0600 hours. Night differential is payable on overtime worked between these hours provided the overtime is scheduled in advance of the administrative work week.

Ungraded employees are entitled to additional pay for second and third shift work. When an ungraded employee is required by the activity to work a shift other than their normally scheduled shift, the employee is entitled to receive the higher of the two shift premiums. Power plant workers, however, are an exception to this rule. DCPS pays these employees in accordance with the appropriate rate schedule.

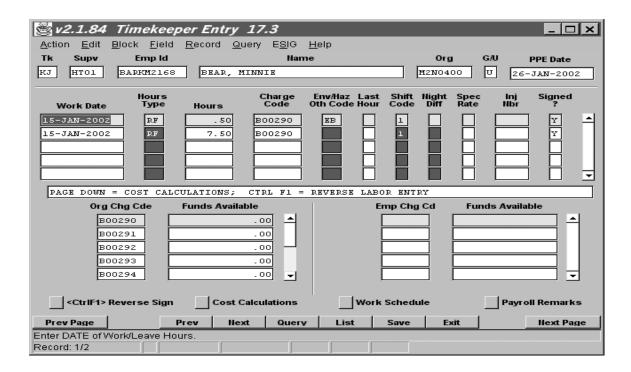
Full-time employees may receive premium pay for regularly scheduled Sunday hours. This also includes a work schedule that begins Saturday night and extends into Sunday.

Example: Posting Environmental/Hazard - Full Day



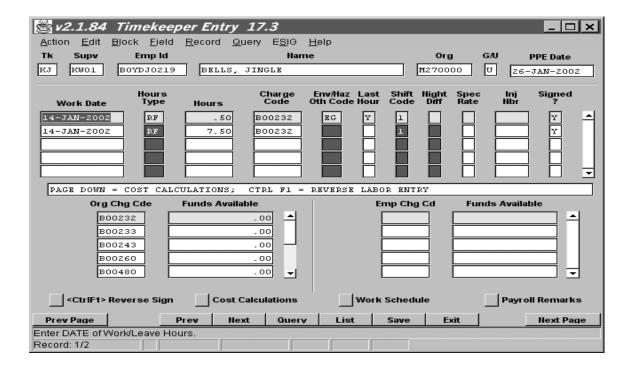
In this example, the ungraded employee spent the entire day working around micro-organisms and was at a high degree of risk. The entire 8 hour tour is posted with the env/haz code "FF".

Example: Posting Environmental/Hazard - Partial Day



Here the employee spent 30 minutes in a "high work" situation. The actual time spent in the env/haz duty situation must be posted. In the example, .5 hours of actual exposure are posted, but the employee will be paid for 8 hours of exposure. Graded employees are paid env/haz pay for all hours in a pay status.

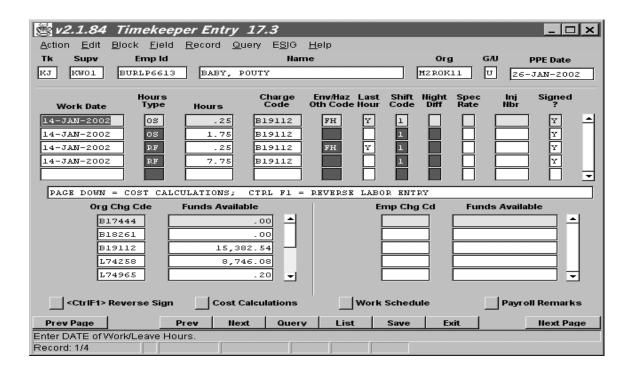
Example: Posting Env/Haz (Last Hour Ind)



This ungraded employee spent 30 minutes welding preheated materials (env/haz code EG). The session was in her last regularly scheduled hour of the pay period. Enter a "Y" in the last hour field.

The actual time spent in a env/haz situation must be posted. DCPS will pay the correct amount when regulations specify a minimum amount.

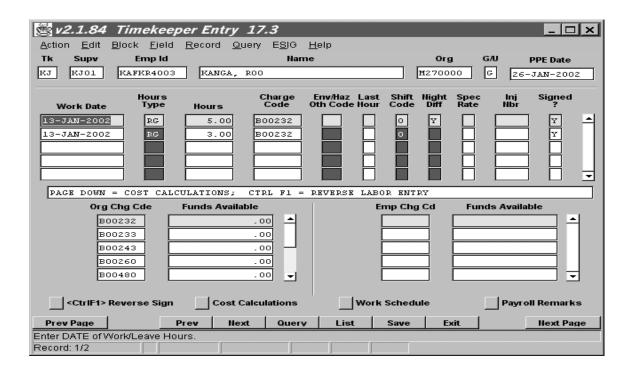
Example: Posting Env/Haz with OT (Last Hour Ind)



In the example, the ungraded employee spent two 15 minute sessions in the pressure chamber. The first session was in the last regularly scheduled hour of the pay period. This entry requires a "Y" in the last hour field. The second session occurred at the beginning of the two hours of scheduled overtime. The last hour indicator is not completed in this case.

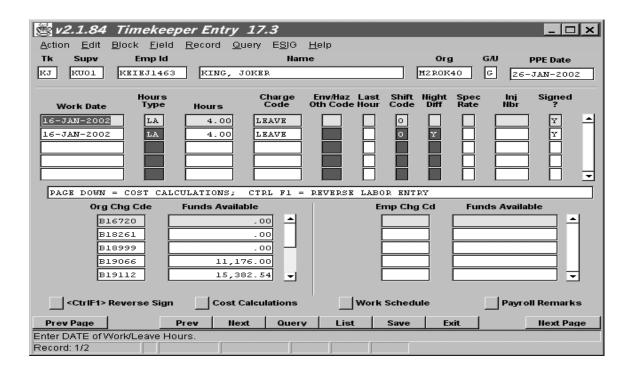
Actual hours of exposure to an env/haz condition are entered, but the employee will be paid the premium for 8 hours of regular time and 2 hours of overtime.

Example: Posting Night Differential



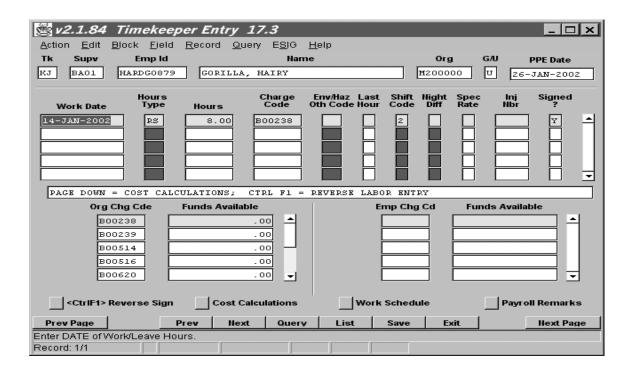
Night differential hours are identified by placing a "Y" in the night diff field. Night differential hours require a separate line of posting when the duty day begins prior to 6 p.m.

Example: Posting Night Differential with Paid Leave



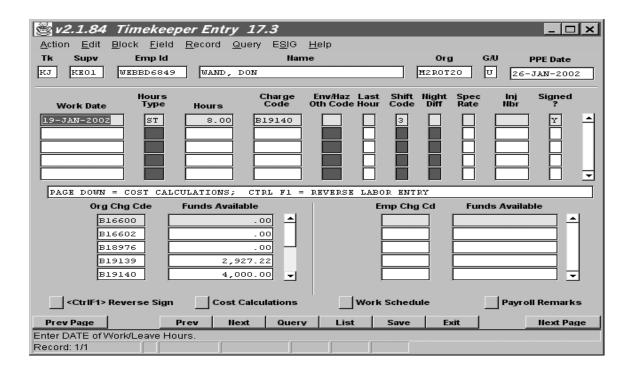
Timekeepers should place a "Y" in the night differential field for paid leave when the employee has been scheduled to work night differential. DCPS will reverse the night differential hours in the leave conversion process if the employee is not entitled to this premium.

Example: Posting Temporary Shift Override



In this example, the employee was <u>required</u> to work the second shift instead of her <u>regularly</u> scheduled first shift. Shift code "2" must match the hours type of "RS" and overrides the scheduled first shift. No work schedule change is required. Employee will be paid the second shift premium.

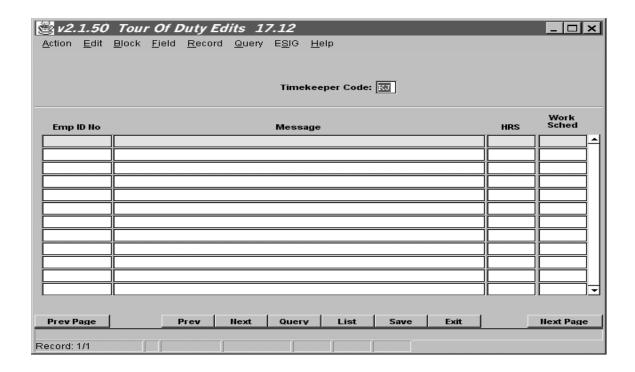
Example: Sunday Premium on Saturday Night Work



This employee was scheduled to work the Saturday night shift ending Sunday morning. To receive Sunday pay, a Sunday hours type is entered on the day the shift began (Saturday) and the work schedule must have a "Y" in the Sunday indicator field.

4.2.3	TOUR OF DUTY EDITS (CURRENT PERIOD)							
SCREENS								
	Tour of Duty Edits (Screen 17.12)							
PURPOSE								
	This screen is used to perform T&A and labor edits for the current pay period. Data is compared to either an employee or organizational work schedule record. Similar edits are performed by DCPS once data has been received by the payroll office. Transactions failing to pass the DCPS edits are rejected and corrections must then be made on-line by the CSR.							
HOW TO GET THERE								
	From the Main Menu, select:							
	Financial Management Functions Financial Management Labor/Payroll Timekeeper Functions TOD Edits – Current Period							
	or							
	Enter screen number 17.12.							
TIPS								
	 A message will appear on the screen when a fatal error is detected. 							

- Supervisors may access data for electronic signatures following successful completion of the edit process.
- Edits for new employees begin on the effective date entered in the Employee Work Day (Screen 17.4.1).
- Edits for departing employees end on the effective date entered in the Employee Work Day (Screen 17.4.1).



FIELDS

TIMEKEEPER CODE Required. Enter the appropriate timekeeper code and select <Save>.

Enter the calendar date through which edits are to be performed when the pop-up window appears.

WHAT TO DO NEXT

Select <Save> to start the edit process.

Press <PgDn> and then press the down arrow key to view additional error messages if required.

Correct data and rerun edit process as necessary.

4.2.4 END OF MONTH (EOM) LABOR PROCESSING

INTRODUCTION

An EOM processing option is available to record labor cost for a calendar month prior to the close of the pay period. Follow the procedures listed below to utilize this option.

PROCESSING STEPS

DATA ENTRY

Timekeepers should enter actual labor for all assigned employees through the last day of the calendar month. Labor estimates are not recommended due to the large number of required corrections. CEFMS will post to the proper accounting period provided that period remains open to accept transactions.

TOUR OF DUTY EDITS

Execute the TOD edits through the last day of the calendar month and correct any errors which may be detected. Run edit program as many times as necessary until all errors have been cleared. A successful completion of this process allows an authorized supervisor to access data only through the date of the edit check.

ELECTRONIC SIGNATURE

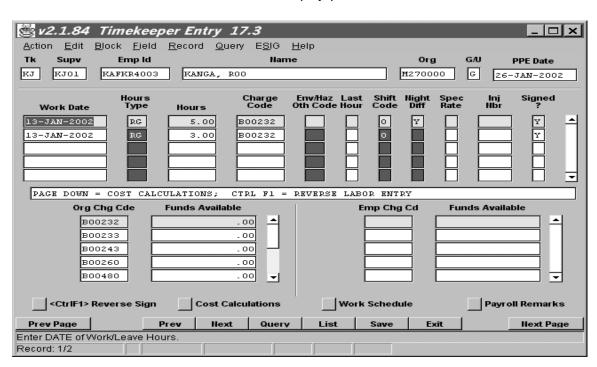
Supervisors must electronically sign the labor data, as labor distribution will not process unsigned records.

LABOR DISTRIBUTION

The labor distribution program is executed automatically via a scheduled chronograph (CRON) facility or may be initiated through a menu. Based on work dates, the program posts to the previous accounting period provided that period is open for transactions. This allows <u>actual</u> cost to be recorded through the end of a preceding month.

COMPLETING THE PAY PERIOD Signed labor data will appear on screen 17.3 as illustrated below.

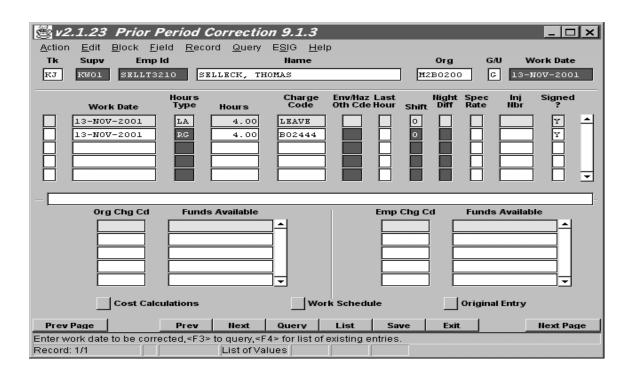
Notice the "Y" in the last column. If corrections are necessary to signed labor data, use <Ctrl F1> to reverse, then change entry as needed. Continue processing for the remainder of the pay period. This function is no longer applicable once the tour of duty edits have been completed through end of pay period.



4.2.5 **TIME ENTRY (PRIOR PERIOD) SCREENS Prior Period Correction** (Screen 9.1.3) **PURPOSE** This screen allows timekeepers to correct T&A for prior periods. Corrected data will be transmitted to DCPS for processing as retroactive transactions. Adjustments to recorded labor will be processed in CEFMS. **HOW TO GET THERE** From the Main Menu, select: **Financial Management Functions** Financial Management Labor/Payroll Timekeeper Functions Time and Attendance - Prior Period or Enter screen number 9.1.3. **TIPS**

 Query previous record and modify data as needed. DCPS requires corrected T&A be resubmitted for an entire day. Original transactions will be replaced with the corrected T&A.

- Select <Original Entry> to view original T&A.
- Select <Work Schedule> to view the employee's schedule.
- Press <Shift F5> to delete. After the last record for the day has been removed from the screen, a pop-up window will appear. Select Option 1 to delete previously entered corrections. Option 2 should be chosen only to replace previously reported T&A with no entry for the day. For example, 8 hours of overtime on an employee's regular day off is being replaced with no time, as employee did not work. CEFMS will automatically place '**' in the hours type field. This code indicates to DCPS that T&A is being replaced with no corrected time.
- A carat at the left of the screen indicates a labor cost transfer has taken place, and transaction cannot be reversed as originally entered. In this case, a DCPS on-line correction should be entered by the CSR, and labor corrected in CEFMS via Screen 17.13. The user must have agency rate authority permission to use Screen 17.13.



- This screen cannot be used to reverse an entry that originally had a charge code of "DISPUT".
- This screen can be used to adjust entries falling within the current pay period, as long as the current pay period file has been transmitted to DCPS.

FIELDS

EMP ID Enter employee's ID number.

WORK DATE Enter work date to be corrected and

press F3 to execute query.

WHAT TO DO NEXT

Modify daily record as needed, and select <Save> to commit, or <Exit> to return to previous screen.

4.2.6	TOD EDITS (PRIOR PERIOD)
SCREENS	
	Prior Period Tour of Duty Edits (Screen 9.1.6)
PURPOSE	
	This screen edits corrected T&A for prior pay periods. Total work and leave hours must agree with the scheduled TOD for that period .
HOW TO GET THERE	
	From the Main Menu, select:
	Financial Management Functions Financial Management Labor/Payroll
	Timekeeper Functions TOD Edits - Prior Period
	or
	Enter screen number 9.1.6.
TIPS	
	Successful completion of TOD edits, allows supervisors to access data for electronic signature.

👺 v2.1.11	! Prior Pe	riod Tou	r Of Duty I	Edits 9.1.	6			_
Action Edit	<u>B</u> lock <u>F</u> ield	l <u>R</u> ecord	Query ESIG	<u>H</u> elp				
			Time	keeper Code:	69			
								Work
Emp ld No			Mess	age			Hrs	Sched
								Ū
Prev Page	1	Prev	Next Quer	v List	Save	Exit		Next Page
Press <save></save>	to run adite	FICV	ilext quei	List	Save	LAIC		next rage
Record: 1/1	to rain edits.							

FIELDS

TIMEKEEPER CODE Enter timekeeper code and select <Save>. Enter the pay period end date and select <End> to execute the edit program.

WHAT TO DO NEXT

If errors are detected, correct erroneous data and rerun edit process.

If no errors are encountered, user may enter 'Y' to approve timesheets and select <Save> to commit, or <Exit> to return to previous screen.

4.2.7 **VIEW PAY PERIOD LOAD ERRORS SCREENS** Begin Pay Period Exception Screen (Screen 17.11) **PURPOSE** This screen is used to identify pay period exceptions encountered upon opening a new pay period. **HOW TO GET THERE** From the Main Menu, select: **Financial Management Functions** Financial Management Labor/Payroll **Timekeeper Functions** View Pay Period Load Errors or Enter screen number 17.11 **TIPS** • Press F2, enter timekeeper code, and then press F3 to execute query. Press <PgDn> to scroll through errors.



WHAT TO DO NEXT

Select <Exit> to return to previous screen.

4.2.8	VIEW SUPERVISOR IDENTIFICATION						
SCREENS							
	Supervisor Identification View Screen (Screen C1.2.1V)						
PURPOSE							
	This screen provides a review of supervisors authorized to electronically sign data by timekeeper/supervisor code combination.						
HOW TO GET THERE							
	From the Main Menu, select:						
	Financial Management Functions Financial Management Labor/Payroll Timekeeper Functions View Supervisor Identification						
	or						
	Enter screen number C1.2.1V						
TIPS							
	Notify CSR when changes are required.						

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<u>A</u> ction	<u>E</u> dit	<u>B</u> lock	<u>F</u> ield	<u>R</u> ecord	<u>Q</u> uer	y E <u>S</u> I	G <u>H</u> el	р				
					тĸ	Supv	Su	iov P	rimary			
					Code	Code	ld	ipv P No Si	rimary upv Ind			
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					22	2201	TESTT	8990				
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								,	,			
Record:	1/2											

WHAT TO DO NEXT

Press F2, enter search criteria, then press F3 to execute query.

or

Press the down arrow key until desired information is obtained.

4.3 REPORTS

INTRODUCTION

In this section, T&A and labor reports are discussed. Reports may be executed and printed on an as needed basis.

SCREENS

Time & Attendance Report (Screen 11.4.94)

Labor Cost Report with Certification (Timekeeper or Employee) (Screen 11.4.91A)

Reports Print/List/Delete Screen (Screen 11.7)

4.3.1 TIME & ATTENDANCE REPORT

SCREENS

Time & Attendance Report (Screen 11.4.94)

PURPOSE

This screen allows a user to generate a T&A Report. Reports may be requested for a specific pay period by the timekeeping group, supervisor code, or an employee.

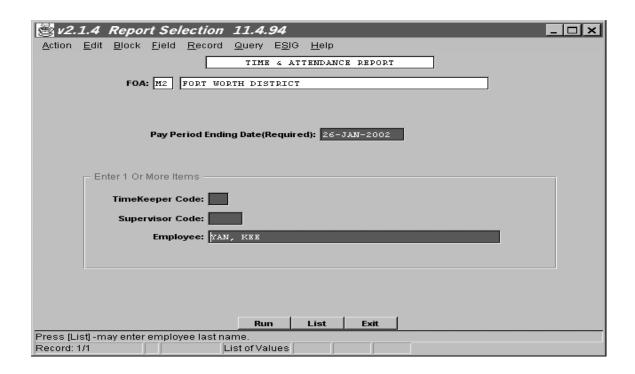
HOW TO GET THERE

From the Main Menu, select:

Financial Management Functions
Financial Management
Labor/Payroll
Reports
Time & Attendance Report

TIPS

- Certified T&A reports are maintained by the local activity.
- Timekeepers may generate reports only for those employees under her timekeeper code or for those for which she is an alternate.



FIELDS

PAY PER ENDING	=	Required. Enter the ending date of the pay period desired.
TIMEKEI CODE	EPER	Optional. Enter timekeeper code if only one is desired.
SUPER\ CODE	/ISOR	Optional. Enter the supervisor code is only one is desired.
EMPLOY	⁄EE	Optional. Enter the employee name i only one is desired.
PRINT/L WHEN PRODU(Select option to print or list report.

COPIES Generated. System generated default

is 1, but may be changed to obtain the

number of copies desired.

PRINTER Optional. Enter the printer name, or

leave blank for default. Press F4 for a

list of printers.

DAYS TO Generated. System generated, but May be changed. Enter the number Of days to retain the print file before

automatic deletion.

OK TO Required. Enter "Y" to continue

PROCEED or "N" to quit.

WHAT TO DO NEXT

Select <Run> to generate report.

Select <Exit> to return to previous screen.

 Tmattlab.2.1.25
 856
 TIME & ATTENDANCE REPORT
 Page: 1

 ** BOTH CERTIFIED AND NOT **
 Date: 28-JAN-2002

** FOR OFFICIAL USE ONLY - PRIVACY ACT DATA **

ORGANIZATION: LOGISTICS MGMT OFFICE

NAME: KEE YAN SSN: 333333366 T&A THRU: 26-JAN-2002

DATE DAY HRS HT S N EH HRS HT S N EH HRS HT S N EH SUPV TK 01/14/2002 MON 1.50 OC 0 8.00 RG 0 KW01 KJ

NO SIGNATURE

REMARKS:

** TOTALS **

REG= 8.00 OVT= 1.50 ALV= 0.00 OLV= 0.00 HOL= 0.00 NON= 0.00

TOTAL= 9.50

4.3.2 LABOR COST REPORT WITH CERTIFICATION (TIMEKEEPER OR EMPLOYEE)

SCREENS

Labor Cost Report with Certification (Timekeeper or Employer) (Screen 11.4.91A)

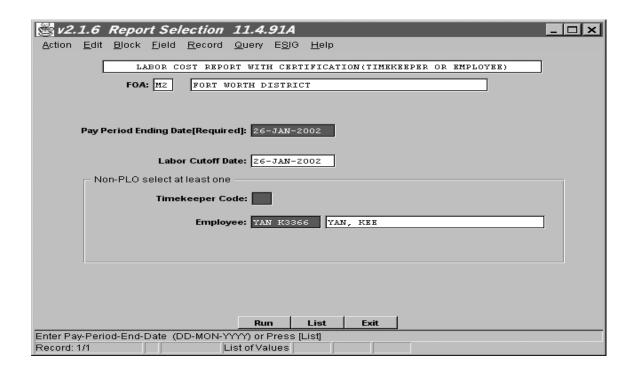
PURPOSE

This screen allows a user to generate a Certified Labor Cost Report. Reports may be requested for a specific pay period by the timekeeping group, supervisor code, or an employee.

HOW TO GET THERE

From the Main Menu, select:

Financial Management Functions
Financial Management
Labor/Payroll
Reports
Labor Cost Report with Certification
(Timekeeper or Employee)



FIELDS

TIMEKEEPER CODE	Optional. Enter the timekeeper code to select a report by timekeeping group.
EMPLOYEE	Optional. Enter the employee name to select a report by employee.
PAY PERIOD ENDING DATE	Required. Enter the ending date of the labor report desired.
LABOR CUTOFF DATE	Optional. Enter the ending date for labor reporting.
PRINT/LIST WHEN PRODUCED	Select option to print or list report.

COPIES Generated. System generated default

is 1 but may be changed to obtain the

number of copies desired.

PRINTER Optional. Enter the printer name or

leave blank for default. Press F4 for a

list of printers.

DAYS TO Generated. System generated but may be changed. Enter the number PRINT FILE of days to retain the print file before

automatic deletion.

OK TO Required. Enter "Y" to continue

PROCEED or "N" to quit.

WHAT TO DO NEXT

Select <Run> to generate report.

Select <Exit> to return to previous screen.

OST REPORT WITH CERTIFICATION Date: 28-JAN-2002 TIME: 15:50:47

ORGANIZATION TITLE: LOGISTICS MGMT OFFICE

TIMEKEEPER: KJ SUPERVISOR: KW01

NAME: YAN K

***********	FLSA: E CUT	TOFF DATE IS: 01/26/2002	PAY PERIOD ENDIN	G: 01/26/2002		
CHARGE WORK HRS SH N EV CODE ITEM TYPE CD D HZ		15 01/16 01/17 01/18		01/23 01/24 01/25 01/26 TOTAL		
B00232 RF6006 OC 0	1.50			1.50		
B00232 RF6006 RG 0	8.00			8.00		
*The above hours were ELECTRONICAL	LY SIGNED ON:					
	BY:	is UNKNOWN JOB TITL	∃ :			
B00232 RF6006 OC 0	1.50			1.50		
B00232 RF6006 RG 0	8.00			8.00		
*The above hours were ELECTRONICAL	LY SIGNED ON: 28-JA	N-2002				
	BY: WILL	IAMSLEEWILLIAMSL, KATH	Y WOMA JOB TITLE: SYSTEMS AC	COUNTANT		
Employee Totals:	19.00	***********	**********	19.00		
TOTAL HOURS REG= 16.00 SP-RATE-HRS=	HOL=	OVT= 3.00	ALV= OLV=	NON=		
FOR THESE WORK ITEMS:						
RF6006 LOGISTICS						

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LABOR COST REPORT WITH CERTIFICATION

Page: 2 Date: 28-JAN-2002

TIME: 15:50:47

SUPERVISOR'S PAGE FOR LABOR REPORTS FOR SUPERVISOR: KW01 FOR TIMEKEEPER: KJ

LABOR-COST FROM: 01/13/2002 LABOR-COST TO: 01/26/2002 EMPLOYEE COUNT = 1

EMPLOYEE:	REGULAR SP-RATE	HOLIDAY	OVERTIME SP-RATE	ANNUAL LV	OTHER LV	NON-PD L	TOTAL	CERTIFIED

YAN K	16.00		3.00				19.00	Υ

*** E N D O F R E P O R T - 28-JAN-2002 - 15:50 - SID M2CEFMP1 *

4.3.3 PRINT/LIST/DELETE REPORTS

SCREENS

Reports Print/List/Delete Screen (Screen 11.7)

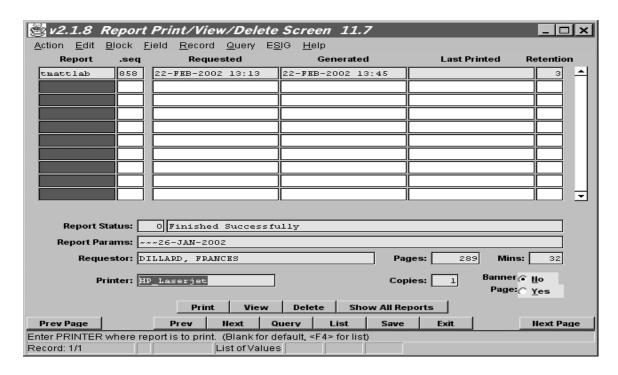
PURPOSE

This screen provides the capability to print, list or delete any report that has been executed. Each executed report is listed in the print queue with a report ID and a system generated sequence number.

HOW TO GET THERE

From the Main Menu, select:

Financial Management Functions
Financial Management
Labor Payroll
Reports
Print/List/Delete Generated Reports



FIELDS

SELECTED REPORT Required. Enter the report ID and

sequence number.

ACTIONS:

PRINT/VIEW Optional. Select 'Print', 'View', or

'Delete'.

COPIES Optional. Default value will be

displayed.

PRINTER Optional. Default value provided. Press

F4 for list.

DELETE Generated. Defaults to "N".

RETENTION Generated. Defaults to "3"

DAYS days.

WH	A	T	T	0
DO	Ν	Ε	X	Т

Select <Exit> to return to previous screen.

INTRODUCTION

The supervisory functions which follow include the electronic certification of time, attendance and labor, and the viewing and/or verification of historical records.

SCREENS

Current Period Time, Attendance & Labor Certification (Screen 17.7)

Labor Verification View Screen (Screen 17.9)

Prior Period Time, Attendance and Labor Certification (Screen 9.1.4)

Prior Period Certification Summary View (Screen 9.1.4.1)

Retroactive Adjustments View Screen (Screen 9.1.5)

Retroactive Adjustments Summary View (Screen 9.1.5.2)

Supervisor Identification View Screen (Screen C1.2.1V)

4.4.1 **SUPERVISOR FUNCTIONS** (CERTIFY CURRENT PERIOD TIME, ATTENDANCE & LABOR)

SCREENS	
JONELING	Current Period Time, Attendance & Labor Certification (Screen 17.7)
PURPOSE	
	This screen allows supervisors to review and approve current period time, attendance and labor. Data is certified with an electronic signature card.
	Timekeepers may also view data on this screen <u>prior</u> to supervisor certification.
HOW TO	
GET THERE	From the Main Menu, select:

From the Main Menu, select:

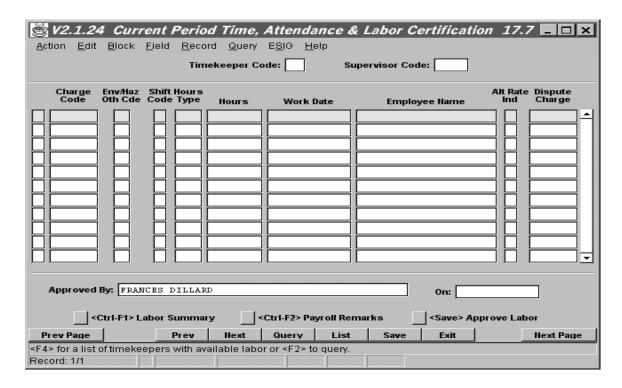
Financial Management Functions Financial Management Labor/Payroll Supervisory Certification/Verification Supervisory Certification - Current Period

or

Enter screen number 17.7.

TIPS

- Notify timekeeper of detected errors prior to approving data.
- Only those records certified by the timekeeper will appear for approval.
- If desired, labor may be signed multiple times during the pay period.
- Signed labor should process in the next labor distribution cycle.

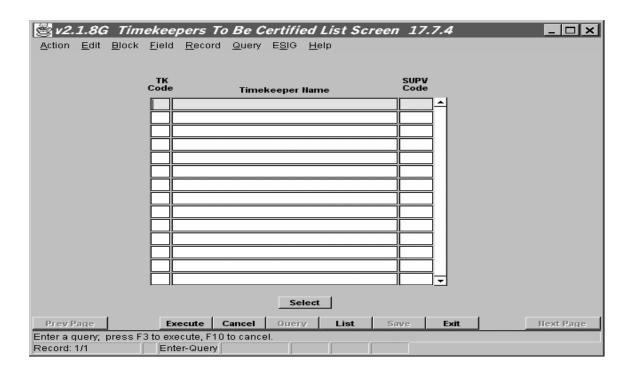


FIELDS

TIMEKEEPER CODE Required. Press F4 and select the appropriate timekeeper/supervisor code combination from Screen 17.7.4.

SUPERVISOR CODE

Press F2, enter timekeeper and supervisor code then press F3 to execute query.



NOTE:

List screen will be blank when there are no records awaiting certification.

WHAT TO DO NEXT

Review time, attendance, and labor data. For assistance:

Press F1 to view work item relation and description.

Press the down arrow key to view more records.

Select <Labor Summary> to view summary information by employee.

Select <Payroll Remarks> to view timekeeper's remarks.

Select <Save> to approve/certify. An electronic signature card is required.

Select <Exit> to return to previous screen.

4.4.2 SUPERVISOR FUNCTIONS (VIEW OR VERIFY LABOR DATA)

SCREENS

Labor Verification View Screen (Screen 17.9)

PURPOSE

These screens allow authorized individuals to view certified labor records and perform data verification with an electronic signature card. A successful verification indicates data has not been altered in any way since the electronic signature was affixed. Verification of data integrity is **optional**.

HOW TO GET THERE

From the Main Menu, select:

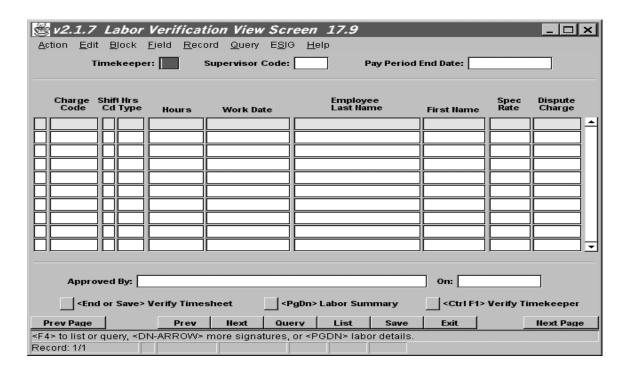
Financial Management Functions
Financial Management
Labor/Payroll
Supervisory Certification/Verification
View/Verify Labor

or

Enter screen number 17.9

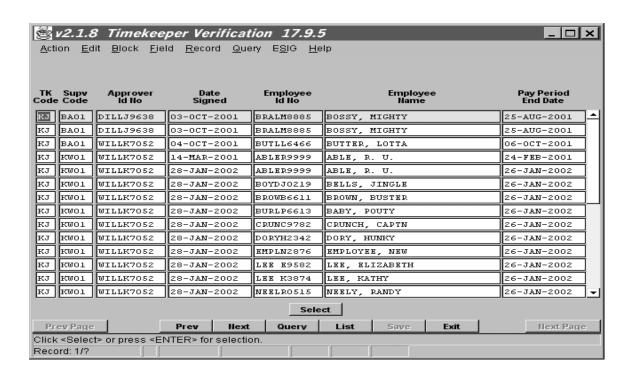
TIPS

- Supervisors, timekeepers, and CSRs are authorized to view labor records.
- An electronic signature card is required for verification of data integrity.



FIELDS

TIMEKEEPER thru PAY PERIOD END DATE Required. Press F4 and select the appropriate timekeeper, supervisor code and pay period end date from Screen 17.9.5 System populates supervisor code and pay period end date.



WHAT TO DO NEXT

For more information:

Advance cursor to second block then press the down arrow to view more records.

Select <Labor Summary> to view summary information by employee (Screen 17.9.3).

			View 17.9.3			_ 🗆 ×
<u>A</u> ction	<u>E</u> dit <u>B</u> lock	<u>F</u> ield <u>R</u> ecord	<u>Q</u> uery E <u>S</u> IG <u>H</u> elp			
Timekeeper: KJ Supervisor Code: KW01 Pay Period End Date 26-JAN-2002						
	Charge Code	Hours Type Shift	Employee Last Name	Fi	irst Name	Hours
	B00232	RF 1	BELLS	JIN	IGLE	8.00
Ħ						
H						
Ħ						
H						
		3.00 Total Hou	ırs For Employee: BELLS	:	JING	LE
<exit> Labor Details</exit>						
Prev P	age	Prev	Next Query Li	st Save	Exit	Hext Page
Record: 1	1/1					

WHAT TO DO NEXT

Select <Verify Timesheet> or <Verify Timekeeper> to validate data. An electronic signature card is required.

Select <Exit> to return to previous screen.

4.4.3 SUPERVISOR FUNCTIONS (CERTIFY PRIOR PERIOD TIME, ATTENDANCE AND LABOR)

SCREENS

Prior Period Time, Attendance and Labor Certification (Screen 9.1.4)

Prior Period Certification Summary View (Screen 9.1.4.1)

PURPOSE

These screens allow supervisors to review and approve time, attendance and labor corrections for prior pay periods. Certification with an electronic signature card is required.

HOW TO GET THERE

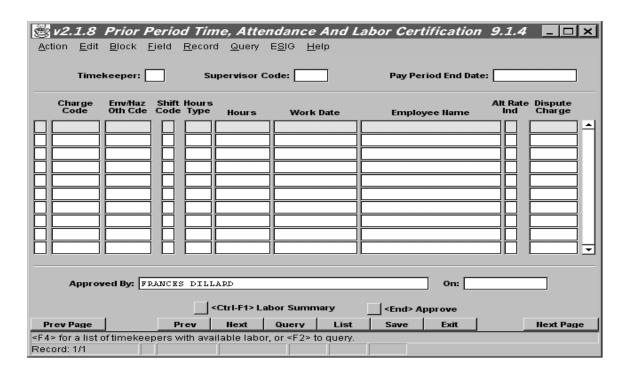
From the Main Menu, select:

Financial Management Functions
Financial Management
Labor/Payroll
Supervisory Certification/Verification
Supervisory Certification - Prior Period

or

Enter screen number 9.1.4.

• Notify timekeeper of detected errors prior to approving data.



FIELDS

TIMELIEEDED

TIMEKEEPER thru SUPERVISOR	Required. Press F4 and select the appropriate group of records from Screen 9.1.4.2.
CODE	or
	Press F2, enter timekeeper and/or supervisor codes. Press F3 to execute query.
PAY PERIOD END DATE	Generated. The system populates pay period. The down arrow key may display additional periods awaiting signature.

For more information:

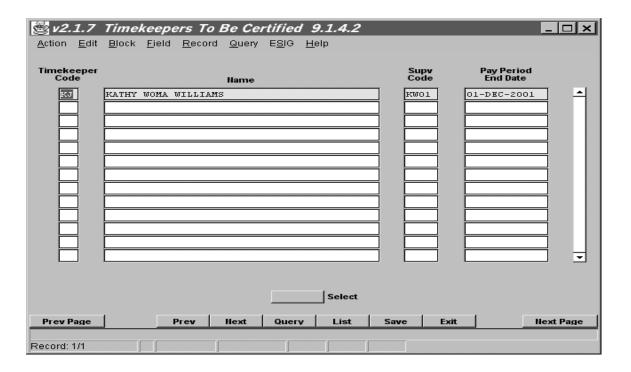
Press F1 to view work item description.

Press the down arrow to view more records.

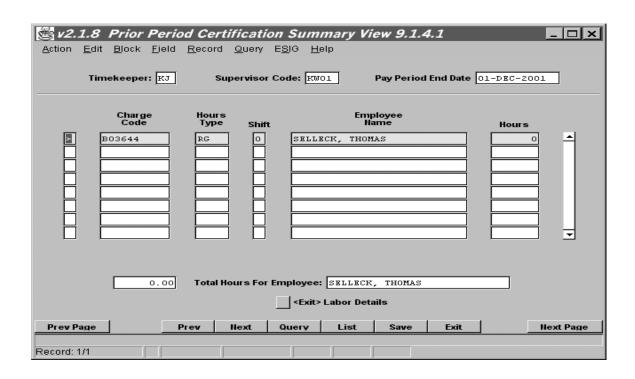
Select <Labor Summary> to view summary information by employee.

or

Press <Ctrl F1>.



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Select <End> to approve/certify or <Exit> to return to previous page.

4.4.4 SUPERVISOR FUNCTIONS (VIEW OR VERIFY RETROACTIVE ADJUSTMENTS)

SCREENS

Retroactive Adjustments View Screen (Screen 9.1.5)

Retroactive Adjustments Summary View (Screen 9.1.5.2)

PURPOSE

These screens allow authorized individuals to view retroactive changes to certified time, attendance and labor records and to perform data verification with an electronic signature card. A successful verification indicates data has not been altered in any way since the electronic signature was affixed. Verification of data integrity is **optional**.

HOW TO GET THERE

From the Main Menu, select:

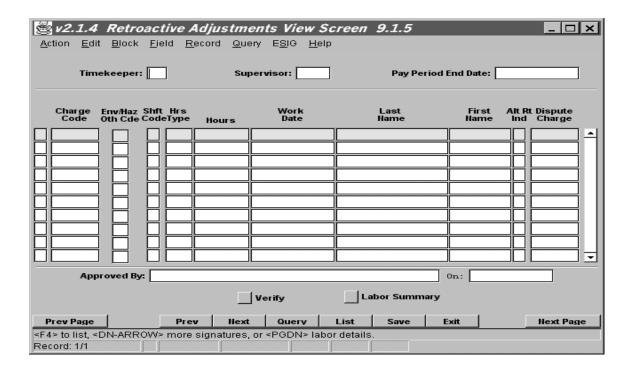
Financial Management Functions
Financial Management
Labor/Payroll
Supervisory Certification/Verification
View/Verify Retroactive Adjustments

or

Enter screen number 9.1.5.

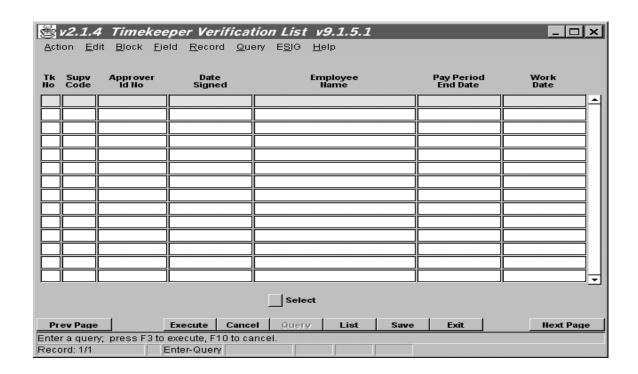
TIPS

- Supervisors, timekeepers, and CSRs are authorized to view labor adjustment records.
- An electronic signature card is required for verification of data integrity.



FIELDS

TIMEKEEPER thru PAY PERIOD END DATE Required. Press F4, and select the appropriate timekeeper, supervisor code and pay period end date from Screen v9.1.5.1. System populates all remaining fields.

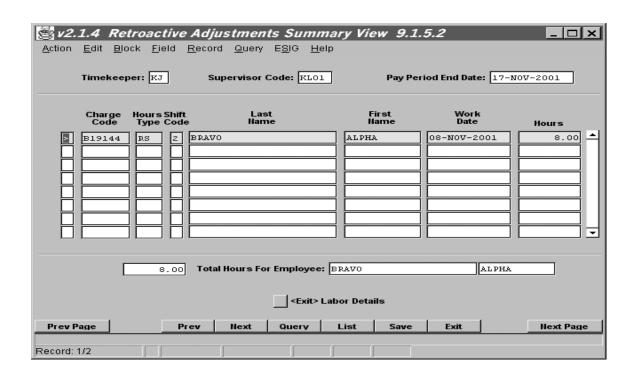


WHAT TO DO NEXT

For more information:

Press the down arrow to view more records.

Select <Labor Summary> to view summary information by employee.

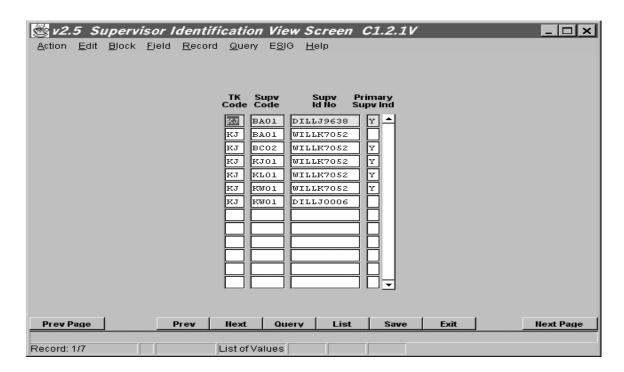


Select <Verify> to validate data integrity or <Exit> to return to previous page.

4.4.5 **SUPERVISOR FUNCTIONS** (VIEW AUTHORIZED SUPERVISORS) **SCREENS** Supervisor Identification View Screen (Screen C1.2.1V) **PURPOSE** This screen provides a review of supervisors authorized to electronically sign data by timekeeper/supervisor code combination. **HOW TO GET THERE** From the Main Menu, select: **Financial Management Functions** Financial Management Labor/Payroll Supervisory Certification/Verification View Supervisor Identification or

Enter screen number C1.2.1V.

• Notify the CSR when changes are required.



WHAT TO DO NEXT

Press F2, enter search criteria then press F3 to execute query.

or

Press the down arrow key until desired information is obtained.

APPENDIX A TYPE HOUR CODES

TYPE HOUR CODES QUICK REFERENCE

PAY TYPE CODES

RG	-	REGULAR, (GRADED)
RF	-	REGULAR, FIRST SHIFT (UNGRADED)
RS	-	REGULAR, SECOND SHIFT (UNGRADED)
RT	-	REGULAR, THIRD SHIFT (UNGRADED)
RX	-	REGULAR, EMERGENCY TIME
os	-	OVERTIME, SCHEDULED
OU	-	OVERTIME, UNSCHEDULED
ОХ	-	OVERTIME, UNSCHEDULED EXCEPTION
ОС	-	OVERTIME, CALLBACK
OA	-	ADDITIONAL FLSA HOURS
ON	-	OVERTIME SCHEDULED, NOT WORKED - COURT/MILITARY LEAVE/TRAUMATIC INJURY/DATE OF DEATH
SG	-	SUNDAY WORK, (GRADED)
SF	-	SUNDAY WORK, FIRST SHIFT (UNGRADED)
SS	-	SUNDAY WORK, SECOND SHIFT (UNGRADED)
ST	-	SUNDAY WORK, THIRD SHIFT (UNGRADED)
HG	-	HOLIDAY WORK, (GRADED)
HF	-	HOLIDAY WORK, FIRST SHIFT (UNGRADED)
HS	-	HOLIDAY WORK, SECOND SHIFT (UNGRADED)
HT	-	HOLIDAY WORK, THIRD SHIFT (UNGRADED)

HC - HOLIDAY WORK, CALLBACK

TYPE HOUR CODES QUICK REFERENCE (Cont.)

LEAVE CODES - PAID

LA - ANNUAL

LB - ADVANCED ANNUAL

LC - COURT

LF - FORCED ANNUAL

LG - ADVANCED SICK

LH - HOLIDAY

LI - MILITARY, DC GUARD

LJ - SHORE

LK - HOME

LL - LAW ENFORCEMENT

LM - MILITARY

LN - ADMINISTRATIVE

LP - ANNUAL, RESTORED #3

LQ - ANNUAL, RESTORED #2

LR - ANNUAL, RESTORED #1

LS - SICK

LT - TRAUMATIC INJURY (COP)

LU - DATE OF TRAUMATIC INJURY

LV - EXCUSED ABSENCE

LW - EDUCATOR, IN-SCHOOL BREAKS

LX - NONWORK, PAID (DEATH OR SABBATICAL)

LY - TIME OFF AWARD (LEAVE)

TYPE HOUR CODES QUICK REFERENCE (Cont.)

LEAVE CODES - NONPAID

KA - LWOP

KB - SUSPENSION

KC - AWOL

KD - OFFICE OF WORKERS' COMPENSATION PROGRAM (OWCP)

KE - FURLOUGH

KG - MILITARY FURLOUGH (CALLED TO ACTIVE DUTY)

COMPENSATORY CODES

CC - COMPENSATORY TIME CALLBACK

CE - COMPENSATORY TIME EARNED

CT - COMPENSATORY TIME TAKEN

CA - RELIGIOUS COMPENSATORY TIME TAKEN

CR - RELIGIOUS COMPENSATORY TIME EARNED

CD - CREDIT HOURS EARNED

CN - CREDIT HOURS TAKEN

ENVIRONMENTAL/HAZARD CODES QUICK REFERENCE

ENVIRONMENTAL (GS - PAY STATUS/WG - ACTUAL EXPOSURE)

			<u>GS%</u>	<u>WG%</u>
EΑ	-	FLYING	25	100
EB	-	HIGH WORK	25	25
EC	-	FLOATING TARGETS	-	15
ED	-	DIRTY WORK	-	4
EE	-	COLD WORK	-	4
EF	-	HOT WORK	4	4
EG	-	WELDING PREHEATED METALS	-	4
EH	-	MICRO-SOLDERING OR WIRE WELDING AND		
		ASSEMBLY	-	4
EK	-	EXPOSURE TO HAZARDOUS WEATHER OR		
		TERRAIN	25	25
EL	-	UNSHORED WORK	25	25
EM	-	GROUND WORK BENEATH HOVERING		
		HELICOPTER	25	15
EN	-	HAZARDOUS BOARDING OR LEAVING OF		
		SURFACE CRAFT	25	15
EP	-	CARGO HANDLING DURING LIGHTENING		
		OPERATIONS	25	8
ER	-	DUTY ABOARD SURFACE CRAFT	25	15
ES	-	WORK AT EXTREME HEIGHTS	-	50
ET	-	FIBROUS GLASS WORK	-	6
EV	-	HIGH VOLTAGE ELECTRICAL ENERGY	-	50
EW	-	WELDING, CUTTING, OR BURNING IN		
		CONFINED SPACES	-	6
FA	-	DUTY ABOARD SUBMERGED VESSEL	25	50
FB	-	EXPLOSIVES AND INCENDIARY MATERIAL -		
		HIGH DEGREE	25	8

ENV/HAZ CODES

ENVIRONMENTAL/HAZARD CODES QUICK REFERENCE (Cont.)

ENVIRONMENTAL (GS - PAY STATUS/WG - ACTUAL EXPOSURE) (Cont.)

			<u>GS%</u>	<u>WG%</u>
FC	-	EXPLOSIVES AND INCENDIARY MATERIAL -		
		LOW DEGREE	-	4
FD	-	POISONS (TOXIC CHEMICALS) - HIGH DEGREE	25	8
FE	-	POISONS (TOXIC CHEMICALS) - LOW DEGREE	-	4
FF	-	MICRO-ORGANISMS - HIGH DEGREE	25	8
FG	-	MICRO-ORGANISMS - LOW DEGREE	-	4
FH	-	PRESSURE CHAMBER AND CENTRI-FUGAL		
		STRESS	25	8
FI	-	THERMAL-CHAMBER TEST	25	-
FK	-	WORK IN FUEL STORAGE TANKS	25	8
FL	-	FIREFIGHTING - HIGH DEGREE	25	25
FM	-	FIREFIGHTING - LOW DEGREE	25	8
FN	-	EXPERIMENTAL LANDING/RECOVERY		
		EQUIPMENT TESTS	25	8
FP	-	LAND IMPACT OR PAD ABORT OF SPACE		
		VEHICLES	25	8
FR	-	MASS EXPLOSIVES AND/OR INCENDIARY		
		MATERIAL	-	4
FS	-	DUTY ABOARD AIRCRAFT CARRIER	25	4
FT	-	PARTICIPATING IN MISSILE LIQUID OR SOLID		
		PROPULSION SITUATIONS	25	8
FU	-	DIVER-TENDER PAYS	-	100 ¹
FV	-	ASBESTOS	8	8

¹ 100% OF SECOND STEP OF A WG10 WILL BE PAID IN LIEU OF THE SCHEDULED RATE OF EMPLOYEE (UNLESS SCHEDULED RATE IS HIGHER).

ENVIRONMENTAL/HAZARD CODES QUICK REFERENCE (Cont.)

ENVIRONMENTAL (GS - PAY STATUS/WG - ACTUAL EXPOSURE) (Cont.)

			GS%	<u>WG%</u>
FW	-	DIVING	25	175 ²
FX	-	WORKING IN PRESSURIZED SONAR DOMES	8	-
FY	-	WORKING IN NONPRESSURIZED SONAR DOMES	4	-
FΖ	-	EXPERIMENTAL PARACHUTE JUMPS	25	-

ENVIRONMENTAL (WG-POWER PLANT RATE SCHEDULE)

			WG%
E1	-	OVER HEIGHT WORK	100%
E2	-	SPRAY BOOTH OPERATION	\$.50
E3	-	SANDBLASTING	\$.20
E4	-	PAINT	TC Level I ³
E 5	-	CARPENTER	TC Level I ³
E6	-	LIVE LINE MAINTENANCE	\$2.00
F5	-	FIREFIGHTING	25%
F6	-	EXPLOSIVE HDL	25%

ENV/HAZ CODES

 $^{^2}$ 175% OF SECOND STEP OF WG10 WILL BE PAID IN LIEU OF THE SCHEDULED RATE OF EMPLOYEE (UNLESS SCHEDULED RATE IS HIGHER).

³ TRADE CRAFT LEVEL I RATE OF PAY.

REPRESENTATIONAL CODES

BA - NEGOTIATIONS

BD - LABOR/MANAGEMENT RELATIONSHIP

BK - GRIEVANCE AND APPEALS

OFFICIAL TIME ALLOTTED EMPLOYEES FOR UNION AND OTHER REPRESENTATIONAL FUNCTIONS WILL BE REPORTED IN THE ENV/HZ/OTH FIELD.

FAMILY MEDICAL LEAVE CODES

DA - BIRTH OF SON/DAUGHTER OR CARE OF NEWBORN

DB - ADOPTION OR FOSTER CARE

DC - CARE FOR SPOUSE, SON, DAUGHTER, OR PARENT WITH A SERIOUS HEALTH CONDITION

DD - SERIOUS HEALTH CONDITION OF EMPLOYEE

FAMILY LEAVE CODES WILL BE REPORTED WITH THE APPLICABLE LEAVE CODES (LS, LA, LB, LG, KA, LQ, LR, CT AND CN). THESE CODES, DA, DB, DC, DD, DE and DF WILL BE REPORTED IN THE ENV/HAZ/OTH FIELD.

FAMILY FRIENDLY LEAVE CODES

DE FFL FAMILY CARE/BEREAVEMENT – SICK LEAVE TAKEN TO 1)

PROVIDE CARE FOR A FAMILY MEMBER, 2) MAKE ARRANGEMENTS NECESSITATED BY THE DEATH OF A FAMILY MEMBER OR ATTEND

THE FUNERAL OF A FAMILY MEMBER

DF SICK LEAVE FOR ADOPTION PURPOSES – SICK LEAVE TAKEN FOR

PURPOSES RELATING TO THE ADOPTION OF A CHILD

FAMILY FRIENDLY LEAVE CODES WILL BE REPORTED WITH THE APPLICABLE LEAVE CODES (LS AND LG). THE CODES DE AND DF WILL BE REPORTED IN THE ENV/HAZ/OTH FIELD.

TYPE HOUR CODES EXPANDED REFERENCE

PAY TYPE CODES/DEFINITIONS

- RG STRAIGHT TIME PAY FOR GRADED EMPLOYEES REGARDLESS OF SCHEDULED HOURS WORKED.
- RF STRAIGHT TIME PAY FOR UNGRADED EMPLOYEES WHO WORK FIRST SHIFT.
- RS STRAIGHT TIME PLUS 7.5% SHIFT PAY FOR UNGRADED EMPLOYEES WHO WORK SECOND SHIFT.
- RT STRAIGHT TIME PLUS 10% SHIFT PAY FOR UNGRADED EMPLOYEES WHO WORK THIRD SHIFT.
- RX REGULAR EMERGENCY TIME. MAY BE INPUT FOR EMPLOYEE WHEN SITUATION PRECLUDES RECEIPT OF ACTUAL T&A. MAY BE INPUT ON THE LOCAL HOLIDAY TABLE FOR ALL OF THE PAYROLL OFFICE, AN ACTIVITY, OR AN ORGANIZATION.
- OS SCHEDULED OVERTIME. ADDITIONAL WORK HOURS SCHEDULED IN ADVANCE, AS DEFINED IN FPM 610. GRADED EMPLOYEES' NIGHT DIFFERENTIAL, WHEN APPROPRIATE, IS PAYABLE ON SCHEDULED OVERTIME. UNGRADED EMPLOYEES' SHIFT DIFFERENTIAL ENTITLEMENT IS DETERMINED AND SET BY DCPS.
- OU UNSCHEDULED OVERTIME ON SCHEDULED WORKDAY. (ADDITIONAL HOURS OF WORK NOT SCHEDULED IN ADVANCE, AS DEFINED IN FPM 610). THIS CODE IS ALSO USED TO REPORT LAW ENFORCEMENT OFFICERS• ADDITIONAL HOURS WORKED FOR WHICH AN ANNUAL PREMIUM IS PAID FOR ADMINISTRATIVELY UNCONTROLLABLE HOURS. NIGHT DIFFERENTIAL FOR GRADED EMPLOYEES IS NOT PAYABLE ON UNSCHEDULED OVERTIME. SHIFT DIFFERENTIAL ENTITLEMENT FOR UNGRADED EMPLOYEES IS DETERMINED AND SET BY THE SYSTEM. THIS CODE MAY NOT BE USED ON A NONSCHEDULED WORKDAY UNLESS THE EMPLOYEE IS A FIREFIGHTER OR FIRE CHIEF, OR A FOREIGN NATIONAL FIREFIGHTER OR FIRE CHIEF. IF AN EMPLOYEE• S AWS CODE IS 3, 4, 5, OR 7, THIS CODE IS NOT PERMITTED UNLESS VALID REGULAR

HOURS ARE ALSO REPORTED FOR THE SAME DAY. IF THE EMPLOYEE IS A LAW ENFORCEMENT OFFICER OR ASSIGNED ANNUAL PREMIUM FOR ADMINISTRATIVELY UNCONTROLLABLE OVERTIME, THIS CODE MAY BE USED ON ANY DAY OF THE PAY PERIOD REGARDLESS OF AWS CODE.

TYPE HOUR CODES

- OX UNSCHEDULED OVERTIME EXCEPTION. THIS CODE CAN BE USED ON A NONSCHEDULED WORKDAY. THIS CODE IS ALSO USED TO REPORT OVERTIME FOR EMPLOYEES ON AN INTERMITTENT WORK SCHEDULE.
- OC UNSCHEDULED CALLBACK OVERTIME. ADDITIONAL HOURS OF WORK NOT SCHEDULED IN ADVANCE, AS DEFINED IN FPM 610, ON A DAY WHEN WORK WAS NOT SCHEDULED. THIS CODE IS ALSO USED TO REPORT ADDITIONAL HOURS OF WORK FOR AN EMPLOYEE *REQUIRED* TO RETURN TO HIS PLACE OF WORK. THE ACTUAL TIME WORKED MUST BE ENTERED. THE SYSTEM WILL DETERMINE THE DIFFERENCE BETWEEN THE ACTUAL TIME WORKED ON CALLBACK AND THE TWO HOUR MINIMUM ENTITLEMENT UNDER TITLE 5 AND WILL PAY ACCORDINGLY. THE SYSTEM WILL DETERMINE WHICH SHIFT IS PAYABLE TO UNGRADED EMPLOYEES WHO WORK OVERTIME CALLBACK HOUR MINIMUM ENTITLEMENT UNDER TITLE 5 AND WILL PAY ACCORDINGLY. THE SYSTEM WILL DETERMINE WHICH SHIFT IS PAYABLE TO UNGRADED EMPLOYEES WHO WORK OVERTIME CALLBACK.
- OA ADDITIONAL FLSA HOURS. THIS CODE IS USED WHEN THE HOURS ARE CONSIDERED "HOURS OF WORK" UNDER FLSA ONLY. THIS INCLUDES TIME SPENT TRAVELING DURING REGULAR HOURS OF WORK ON A NONWORKDAY; LAW ENFORCEMENT OFFICERS• LUNCH PERIODS; THE EIGHT HOURS SET ASIDE FOR EATING AND SLEEPING FOR FIREFIGHTERS WHO WORK AN ADDITIONAL SHIFT WHERE THE RULE IS APPLICABLE (THE OTHER 16 HOURS PAYABLE ARE REPORTED AS OX OR OU).
- ON OVERTIME SCHEDULED BUT NOT WORKED. THIS ENTITLEMENT EXISTS WHEN AN EMPLOYEE WAS UNABLE TO WORK SCHEDULED OVERTIME BECAUSE OF MILITARY LEAVE, COURT LEAVE, TRAUMATIC INJURY LEAVE, OR ON DATE OF DEATH.

- SG SUNDAY PAY FOR FULL-TIME GRADED EMPLOYEES WHEN SUNDAY IS A REGULARLY SCHEDULED WORKDAY DURING THE ADMINISTRATIVE WORKWEEK. T&A WILL EDIT TO ENSURE THAT SUNDAY PREMIUM IS PAYABLE TO THIS EMPLOYEE.
- SF SUNDAY PAY FOR FULL-TIME UNGRADED FIRST SHIFT EMPLOYEES
 WHEN SUNDAY IS A REGULARLY SCHEDULED WORKDAY. T&A WILL EDIT
 TO ENSURE THAT SUNDAY PREMIUM IS PAYABLE TO THIS EMPLOYEE.
- SS SUNDAY PAY, INCLUDING SHIFT DIFFERENTIAL, FOR FULL-TIME UNGRADED SECOND SHIFT EMPLOYEES WHEN SUNDAY IS A REGULARLY SCHEDULED WORKDAY. T&A WILL EDIT TO ENSURE THAT SUNDAY PREMIUM IS PAYABLE TO THIS EMPLOYEE.
- ST SUNDAY PAY, INCLUDING SHIFT DIFFERENTIAL, FOR FULL-TIME UNGRADED THIRD SHIFT EMPLOYEES WHEN SUNDAY IS A REGULARLY SCHEDULED WORKDAY. T&A WILL EDIT TO ENSURE THAT SUNDAY PREMIUM IS PAYABLE TO THIS EMPLOYEE.
- HG HOLIDAY PAY FOR GRADED EMPLOYEES WHO WORK ON THE HOLIDAY.
- HF HOLIDAY PAY FOR UNGRADED FIRST SHIFT EMPLOYEES WHO WORK ON THE HOLIDAY.
- HS HOLIDAY PAY PLUS SHIFT DIFFERENTIAL FOR UNGRADED SECOND SHIFT EMPLOYEES WHO WORK ON THE HOLIDAY.
- HT HOLIDAY PAY PLUS SHIFT DIFFERENTIAL FOR UNGRADED THIRD SHIFT EMPLOYEES WHO WORK ON THE HOLIDAY.
- HC HOLIDAY WORK CALLBACK DURING REGULARLY SCHEDULED WORK HOURS. THE ACTUAL TIME WORKED MUST BE ENTERED TO ENSURE CORRECT CALCULATION OF PAY. DCPS WILL DETERMINE THE DIFFERENCE BETWEEN THE ACTUAL TIME WORKED ON CALLBACK AND THE TWO HOUR MINIMUM ENTITLEMENT UNDER TITLE 5 AND WILL PAY ACCORDINGLY. DCPS WILL DEFAULT TO THE SHIFT CODE ASSIGNED UNLESS A TEMPORARY SHIFT OVERRIDE IS INPUT.

NOTE: IF AN EMPLOYEE IS SCHEDULED TO WORK ON A SUNDAY,

WHICH IS ALSO THE EMPLOYEE• S HOLIDAY, THE HOLIDAY PAY TYPE CODE (H) IS INPUT IN LIEU OF THE SUNDAY PAY TYPE CODE (S). DCPS WILL PAY BOTH THE SUNDAY AND

THE HOLIDAY.

LEAVE CODES - PAID/DEFINITIONS

LA - ANNUAL LEAVE. THIS CODE CAN ALSO BE USED TO ADVANCE ANNUAL LEAVE. IF THE ORGANIZATION HAS BLANKET LEAVE AUTHORIZED, A "3" IS SET IN THE BLANKET LEAVE ADVANCE INDICATOR OF THE ORGANIZATION RECORD OR IF AN EMPLOYEE HAS A PREAUTHORIZED ADVANCE LEAVE AMOUNT, A "2" IS SET IN THE BLANKET LEAVE ADVANCE INDICATOR. THIS CODE, WHEN USED WITH AN INJURY NUMBER, WILL BE COUNTED AS ONE (1) DAY OF COP.

NOTE: FOR EMPLOYEES ON DONATED LEAVE FOR "FAMILY", THIS

CODE MUST BE INPUT AND DCPS WILL CONVERT TO

DONATED.

LB - ADVANCED ANNUAL LEAVE. THIS CODE IS USED IF AN ACTIVITY HAS APPROVED ADVANCED ANNUAL LEAVE COMING IN ON THE SDA. A "1" IS SET IN THE BLANKET LEAVE ADVANCE INDICATOR OF THE ORGANIZATION RECORD.

- LC COURT LEAVE.
- LF FORCED ANNUAL LEAVE. THE USAGE OF THIS CODE IS THE SAME AS FOR REGULAR ANNUAL LEAVE (CODE LA). THIS CODE GIVES MANAGEMENT THE OPTION OF DISTINGUISHING BETWEEN ANNUAL LEAVE DIRECTED TO BE TAKEN AND ANNUAL LEAVE USED AT THE REQUEST OF THE EMPLOYEE.
- LG ADVANCED SICK LEAVE.
- LH HOLIDAY LEAVE. FIREFIGHTERS ARE NOT ELIGIBLE FOR HOLIDAYS.
 FIRE CHIEFS/INSPECTORS MAY BE ENTITLED TO HOLIDAY LEAVE, BUT
 THE SYSTEM WILL NOT GENERATE NOR DISPLAY THE "LH" FOR THAT
 DAY. PART-TIME EMPLOYEES ARE NOT ELIGIBLE TO USE THIS CODE
 FOR "IN-LIEU" OF HOLIDAYS.

LI - DC GUARD - MILITARY LEAVE. FOR MEMBERS OF THE NATIONAL GUARD OF THE DISTRICT OF COLUMBIA FOR ALL DAYS OF PARADE OR ENCAMPMENT.

LJ - SHORE LEAVE.

LK - HOME LEAVE.

LL - LAW ENFORCEMENT LEAVE.

LM - MILITARY LEAVE.

LN - ADMINISTRATIVE LEAVE.

- LP RESTORED ANNUAL LEAVE ACCOUNT #3. IF THE EMPLOYEE• S ANNUAL LEAVE BALANCE IS INSUFFICIENT TO COVER REPORTED ANNUAL LEAVE AND RESTORED ANNUAL LEAVE ACCOUNTS #1 AND #2 ARE INSUFFICIENT, DCPS WILL DEFAULT TO THIS CODE. AT THE END OF THE LEAVE YEAR ANY REMAINING BALANCE WILL BE MOVED TO LEAVE CODE LQ.
- LQ RESTORED ANNUAL LEAVE ACCOUNT #2. IF THE EMPLOYEE• S ANNUAL LEAVE BALANCE IS INSUFFICIENT TO COVER REPORTED ANNUAL LEAVE AND RESTORED ANNUAL LEAVE ACCOUNT #1 IS INSUFFICIENT, DCPS WILL DEFAULT TO THIS CODE. AT THE END OF THE LEAVE YEAR ANY REMAINING BALANCE WILL BE MOVED TO LEAVE CODE LR.
- LR RESTORED ANNUAL LEAVE ACCOUNT #1. THIS IS THE OLDEST ACCOUNT IN THE EMPLOYEE• S LEAVE RECORD. THE RESTORED BALANCE IN THIS ACCOUNT SHOULD BE USED FIRST. WHEN THE ANNUAL LEAVE BALANCE IS INSUFFICIENT TO COVER ANNUAL LEAVE REPORTED VIA TIME AND ATTENDANCE, DCPS WILL DEFAULT TO THIS CODE. AT THE END OF THE LEAVE YEAR, ANY BALANCE REMAINING IN THIS ACCOUNT WILL BE FORFEITED AND CANNOT BE RESTORED.
- LS SICK LEAVE. THIS CODE CAN ALSO BE USED TO ADVANCE SICK LEAVE IF EMPLOYEE HAS PREAUTHORIZED AMOUNT SET IN MASTER LEAVE HISTORY RECORD AND NO SICK LEAVE IS AVAILABLE. THIS CODE WHEN USED WITH AN INJURY NUMBER WILL BE COUNTED AS ONE (1) DAY OF COP.

TYPE HOUR CODES

NOTE: FOR EMPLOYEES ON DONATED LEAVE FOR "SELF" THIS

CODE MUST BE INPUT AND DCPS WILL CONVERT TO

DONATED.

- LT ABSENCE BECAUSE OF A TRAUMATIC INJURY COVERED UNDER THE PROVISIONS OF CONTINUATION OF PAY (COP). REQUIRES INJURY NUMBER (MMDD). DO NOT USE ON DATE OF INJURY. (SEE HOUR TYPE "LU" BELOW.)
- LU DATE OF INJURY. HOURS OF NONWORK DUE TO TRAUMATIC INJURY, CHARGEABLE TO ADMINISTRATIVE LEAVE. DO NOT USE AFTER DATE OF INJURY. (SEE HOUR TYPE "LT" ABOVE.) DO NOT USE INJURY NUMBER. MAY BE REPORTED WITHOUT HOURS IF APPLICABLE.
- LV EXCUSED ABSENCE ON A REGULARLY SCHEDULED WORKDAY SUCH AS EXCUSED ABSENCE DUE TO TARDINESS. EMPLOYEE MAY BE EXCUSED FOR TARDINESS UNDER TITLE 5, BUT THE PERIOD EXCUSED IS NOT INCLUDABLE UNDER FLSA.
- LW EDUCATOR'S NONWORK DAY DURING THE SCHOOL YEAR. SCHOOL BREAKS SUCH AS CHRISTMAS AND THANKSGIVING WHEN THEY ARE NOT WORKING BUT RECEIVE PRORATED PAY.
- LX PERIODS OF NONWORK WHICH ARE PAYABLE UNDER TITLE 5 SUCH AS DATE OF DEATH, OR SABBATICAL. IF EMPLOYEE STATUS CODE EQUALS "V" FOR SABBATICAL LEAVE, T&A WILL GENERATE THIS CODE. IF GENERATED, THIS CODE MAY NOT BE OVERRIDDEN.
- LY TIME OFF AWARD (LEAVE) GIVEN IN LIEU OF CASH AWARD (UP TO 80 HOURS PER YEAR).

LEAVE CODES - NONPAID/DEFINITIONS

- KA LEAVE WITHOUT PAY. IF THE EMPLOYEE STATUS CODE EQUALS "L" FOR EXTENDED LWOP, T&A WILL GENERATE THIS CODE. IF GENERATED, THIS CODE MAY NOT BE OVERRIDDEN.
- KB SUSPENSION. IF THE EMPLOYEE STATUS CODE EQUALS "B" FOR SUSPENSION, T&A WILL GENERATE THIS CODE. IF GENERATED, THIS MAY NOT BE OVERRIDDEN.
- KC AWOL
- KD OWCP. EMPLOYEE IS IN A NONPAY STATUS DUE TO RECEIVING COMPENSATION FROM THE OFFICE OF WORKER'S COMPENSATION PROGRAMS. IF EMPLOYEE STATUS CODE EQUALS "W" FOR EXTENDED OWCP, T&A WILL GENERATE THIS CODE. IF GENERATED, THIS CODE MAY NOT BE OVERRIDDEN. LEAVE IS ACCRUED/PRORATED IN ACCORDANCE WITH THE FPM. THESE NONPAY HOURS ARE NOT INCLUDED IN THE NONPAY HOURS USED FOR LEAVE ACCRUAL REDUCTION OR COUNTED IN THE HOURS OF NONPAY USED FOR WITHIN GRADE INCREASES.
- KE FURLOUGH LACK OF WORK. IF EMPLOYEE STATUS CODE EQUALS "F" FOR FURLOUGH, T&A WILL GENERATE THIS CODE. IF GENERATED, THIS CODE MAY NOT BE OVERRIDDEN.
- KG MILITARY FURLOUGH. IF EMPLOYEE STATUS CODE EQUALS "M" FOR MILITARY FURLOUGH, T&A WILL GENERATE THIS CODE. IF GENERATED, THIS CODE MAY NOT BE OVERRIDDEN. LEAVE IS ACCRUED/PRORATED IN ACCORDANCE WITH THE FPM. THESE NONPAY HOURS ARE NOT INCLUDED IN THE NONPAY HOURS USED FOR LEAVE ACCRUAL REDUCTION OR COUNTED IN HOURS OF NONPAY USED FOR WITHIN GRADE INCREASES.

COMPENSATORY CODES/DEFINITIONS

CC - COMPENSATORY TIME CALLBACK. INPUT THE ACTUAL TIME WORKED. IF LESS THAN THE 2 HOUR MINIMUM, DCPS WILL CALCULATE THE DIFFERENCE BETWEEN ACTUAL TIME AND 2 HOURS FOR PAY PURPOSES AS APPLICABLE AND WILL RECORD 2 HOURS TO THE COMPENSATORY TIME BALANCE.

TYPE HOUR CODES

CE	-	COMPENSATORY TIME EARNED.
СТ	-	COMPENSATORY TIME TAKEN.
CA	-	RELIGIOUS COMPENSATORY TIME TAKEN. THIS CODE WILL REDUCE ANY AVAILABLE EARNED RELIGIOUS TIME BALANCE. IF NO BALANCE OF EARNED HOURS IS AVAILABLE, UP TO 40 HOURS WILL BE ADVANCED.
CR	-	RELIGIOUS COMPENSATORY TIME EARNED.
CD	-	CREDIT HOURS EARNED. EMPLOYEE MUST HAVE AN ALTERNATE WORK SCHEDULE OF 1 - 5, D OR E, AND BE APPROVED AT ACTIVITY LEVEL. MAXIMUM OF 24 HOURS UPON ACTIVITY APPROVAL. ANY SEPARATION PAYMENT WILL BE AT STRAIGHT TIME.
CN	-	CREDIT HOURS USED.

APPENDIX B OTHER TIME AND ATTENDANCE CODES

SHIFT CODES

	0	-	GRADED	EMPLOYER
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- 1 FIRST SHIFT UNGRADED EMPLOYEE
- 2 SECOND SHIFT UNGRADED EMPLOYEE
- 3 THIRD SHIFT UNGRADED EMPLOYEE
- 4 ROTATING SHIFT UNGRADED EMPLOYEE *AND* LT, AND LU TYPE HOUR CODES ON RDO DAYS.⁴
- J⁵ OCONUS ENTITLEMENT

⁴ FOR GRADED *AND* UNGRADED EMPLOYEES TO BE INPUT IN SHIFT FIELD FOR TYPE HOUR CODES OF LT (TRAUMATIC INJURY), AND LU (DAY OF INJURY) ON REGULAR DAYS OFF (RDO).

 $^{^{5}\,\,}$ ANY ALPHA NUMERIC CODE (EXCLUDING 0-4) MAY BE DESIGNATED FOR OVERSEAS ENTITLEMENT COSTING OF LABOR.

WORK SCHEDULE CODES

F - FULL-TIME

G - FULL-TIME SEASONAL

H - FULL-TIME ON CALL

I - INTERMITTENT

J - INTERMITTENT SEASONAL

P - PART-TIME

Q - PART-TIME SEASONAL

R - PART-TIME ON CALL

S - PART-TIME JOB SHARER

T - PART-TIME SEASONAL JOB SHARER

T&A STATUS CODES

A - ACTIVE

P⁶ - PENDING SEPARATION

X⁷ - DECEASED

 $^{^6}$ $\,$ THE EFFECTIVE DATE OF THE STATUS CHANGE MUST BE THE EMPLOYEE'S DATE OF SEPARATION (LAST DAY OF WORK).

 $^{^{7}\,\,}$ THE EFFECTIVE DATE OF THE STATUS CHANGE MUST BE THE DATE OF THE EMPLOYEE'S DEATH.

TEMPORARY POSITION CODES

A - 89 DAYS OR LESS

B - 90 DAYS TO LESS THAN ONE YEAR

C - ONE YEAR OR GREATER

EMPLOYEE TYPE CODES

В	-	SENIOR EXECUTIVE SERVICE (SES)
С	-	CONSULTANT/EXPERT (INTERMITTENT WITH A DAILY PAY RATE)
D	-	PHYSICIAN
Е	-	EXECUTIVE
F	-	(U.S FIRE PROTECTION PERSONNEL WITH 112, 120 OR 144 HOURS SCHEDULED PER PAY PERIOD)
Н	-	FUTURE USE - SECTION 6 TEACHERS
L	-	LAW ENFORCEMENT OFFICER
Р	-	PROFESSOR/FACULTY EMPLOYEES (ACCELERATED FEHB DEDUCTIONS)
R	-	REGULAR - GRADED AND UNGRADED EMPLOYEES
S	-	STANDBY PREMIUM
Т	-	DODDS TEACHERS OR PRINCIPALS
U	-	ADMINISTRATIVE UNCONTROLLABLE OVERTIME ANNUAL PREMIUM
V	-	TITLE 32/NATIONAL GUARD TECHNICIANS
W	-	FOREIGN NATIONAL - REGULAR
X	-	FOREIGN NATIONAL - FIRE PROTECTION PERSONNEL WITH 112, 120 OR 144 HOURS SCHEDULED PER PAY PERIOD.

APPENDIX C ALTERNATE WORK SCHEDULE (AWS) CODES

ALTERNATE WORK SCHEDULE (AWS) CODES QUICK REFERENCE FOR FULL-TIME EMPLOYEES

0	-	NOT ON AWS
1	-	FLEXITOUR ⁸
2	-	GLIDING SCHEDULE ⁸
3	-	VARIABLE DAY SCHEDULE ⁸
4	-	VARIABLE WEEK SCHEDULE ⁸ /9 (Employee Request)
5	-	MAXIFLEX WORK SCHEDULE ⁸ /9 (Employee Request)
6	-	COMPRESSED WORK SCHEDULE (80 Hours Biweekly)
7	-	FIRST FORTY9
8	-	COMPRESSED WORK SCHEDULE (40 Hours Weekly)
D	-	VARIABLE WEEK SCHEDULE ⁸ /9 (Activity Request)
Е	-	MAXIFLEX WORK SCHEDULE ⁸ /9 (Activity Request)

8 SCHEDULE PERMITS USE OF CREDIT HOURS AT ACTIVITY DISCRETION.

⁹ SCHEDULE ALLOWS FEWER THAN 10 WORKDAYS IN THE BIWEEKLY PERIOD.

ALTERNATE WORK SCHEDULE (AWS) CODES QUICK REFERENCE FOR FULL-TIME EMPLOYEES (Cont.)

CODE	IN/OUT <u>TIME</u>	HOURS <u>IN DAY</u>	HOURS <u>IN WEEK</u>	HOURS <u>BIWEEKLY</u>
0	SET	8/9*/12*/24*	40/56*/60*	80/112*/120*/144*
1	SET	8	40	80
2	VARIES	8	40	80
3	VARIES	VARIES	40	80
4	VARIES	VARIES	VARIES	80
5	VARIES	VARIES	VARIES	80
6	SET	SET	VARIES	80
7	VARIES	VARIES	40	80
8	SET	SET	40	80
D	VARIES	VARIES	VARIES	80
Е	VARIES	VARIES	VARIES	80

^{*} FIRE CHIEF/FIRE INSPECTOR/FIREFIGHTER.

ALTERNATE WORK SCHEDULE (AWS) CODES EXPANDED REFERENCE

FPM 610 FOR A COMPLETE DESCRIPTION FOR BOTH FULL-TIME AND

PART-TIME EMPLOYEES.

CODES		<u>DEFINITIONS</u>
0	NOT ON AWS	EMPLOYEE HAS A STANDARD SCHEDULE WHICH CONSISTS OF 8 HOUR DAYS, 40 HOUR WEEKS AND 80 HOURS BIWEEKLY. APPLIES TO ALL FIRE PROTECTION PERSONNEL WITH 112, 120, OR 144 HOUR SCHEDULES.
1	FLEXITOUR	A FLEXIBLE SCHEDULE WHICH CONSISTS OF 8 HOUR DAYS, 40 HOUR WEEKS AND 80 HOURS BIWEEKLY. A <i>FIXED ARRIVAL TIME</i> IS ESTABLISHED FOR EACH EMPLOYEE. CREDIT HOURS MAY BE AUTHORIZED FOR THIS SCHEDULE.
2	GLIDING SCHEDULE	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 8 HOUR DAYS, 40 HOUR WEEKS AND 80 HOURS BIWEEKLY. THE EMPLOYEE MAY VARY <i>ARRIVAL</i> AND <i>DEPARTURE</i> TIMES WITHOUT NOTIFICATION. CREDIT HOURS MAY BE AUTHORIZED FOR THIS SCHEDULE.
3	VARIABLE DAY SCHEDULE	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 40 HOURS EACH WEEK AND 80 HOURS BIWEEKLY. THE EMPLOYEE MAY VARY <i>ARRIVAL</i> AND <i>DEPARTURE</i> TIMES AND <i>LENGTH OF THE WORKDAY</i> WITHOUT NOTIFICATION. CREDIT HOURS MAY BE AUTHORIZED FOR THIS SCHEDULE.

ALTERNATE WORK SCHEDULE (AWS) CODES EXPANDED REFERENCE (Cont.)

CODES		DEFINITIONS
4	VARIABLE WEEK SCHEDULE (EMPLOYEE REQUEST)	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 80 HOURS BIWEEKLY. THE EMPLOYEE MAY VARY ARRIVAL AND DEPARTURE TIMES, AND <i>LENGTH</i> OF WORKDAY AND <i>WORKWEEK</i> WITHOUT NOTIFICATION. CREDIT HOURS MAY BE AUTHORIZED FOR THIS SCHEDULE. HOURS WORKED IN EXCESS OF 40 HOURS IN A WEEK WILL BE ASSUMED BY DCPS TO HAVE BEEN AT THE EMPLOYEE• S REQUEST AND SHOULD BE REPORTED AS <i>CREDIT HOURS</i> . FLSA WILL BE COMPUTED ON A <i>BIWEEKLY</i> BASIS.
5	MAXIFLEX WORK SCHEDULE (EMPLOYEE REQUEST)	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 80 HOURS BIWEEKLY. THE EMPLOYEE MAY WORK LESS THAN 5 DAYS PER WEEK AND/OR LESS THAN 10 DAYS DURING THE BIWEEKLY PAY PERIOD AND VARY ARRIVAL/DEPARTURE TIMES. CORE TIME IS ONLY REQUIRED 3 DAYS A WEEK. CREDIT HOURS MAY BE AUTHORIZED FOR THIS SCHEDULE. HOURS WORKED IN EXCESS OF 40 HOURS IN A WEEK WILL BE ASSUMED BY DCPS TO HAVE BEEN AT THE EMPLOYEE• S REQUEST AND SHOULD BE REPORTED AS CREDIT HOURS. FLSA WILL BE COMPUTED ON A BIWEEKLY BASIS.
6	COMPRESSED WORK SCHEDULE (80 HOURS BIWEEKLY)	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 80 HOURS BIWEEKLY. THE HOURS IN A WEEK CAN VARY, BUT THE NUMBER OF REGULAR HOURS EACH WORKDAY MUST BE SCHEDULED. THIS SCHEDULE IS ALSO KNOWN AS THE 5-4/9 PLAN. THE EMPLOYEE MAY WORK 9-HOUR DAYS DURING 8 DAYS OF THE BIWEEKLY PAY PERIOD AND AN 8-HOUR DAY ON THE 9TH DAY TO COMPLETE 80 HOURS FOR THE PAY PERIOD. THE TENTH DAY IS AN OFF-DAY.

AWS CODES

ALTERNATE WORK SCHEDULE (AWS) CODES EXPANDED REFERENCE (Cont.)

CODES		<u>DEFINITIONS</u>
		FLSA WILL BE COMPUTED ON A BIWEEKLY BASIS. (80 HOURS BIWEEKLY)
7	FIRST FORTY	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 40 HOURS A WEEK AND 80 HOURS BIWEEKLY. THE NUMBER OF HOURS IN A DAY CAN VARY (0-24).
8	COMPRESSED WORK SCHEDULE (40 HOURS WEEKLY)	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 40 HOURS EACH WEEK AND 80 HOURS BIWEEKLY. THE NUMBER OF REGULAR HOURS EACH WORKDAY MUST BE SCHEDULED. FOUR-DAY WORK WEEK - THE AGENCY/EMPLOYEE ESTABLISHES A FIXED SCHEDULE LIMITED TO FOUR 10 HOUR DAYS. THREE-DAY WORKWEEK - A FIXED SCHEDULE LIMITED TO THREE 13 HOUR 20 MINUTE DAYS.
D	VARIABLE WORK SCHEDULE (ACTIVITY REQUEST)	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 80 HOURS BIWEEKLY. THE EMPLOYEE MAY VARY ARRIVAL AND DEPARTURE TIMES AND LENGTH OF WORKDAY AND WORKWEEK WITHOUT NOTIFICATION. CREDIT HOURS MAY BE AUTHORIZED FOR THIS SCHEDULE. ALL REGULAR HOURS WORKED IN EXCESS OF 40 HOURS IN A WEEK WILL BE USED IN CALCULATING THE FLSA ENTITLEMENT. IT WILL BE ASSUMED BY DCPS THAT THE ACTIVITY REQUESTED THE EMPLOYEE TO WORK GREATER THAN 40 HOURS IN A WEEK AND THE EXCESS HOURS SHOULD NEVER BE REPORTED AS CREDIT HOURS. FLSA WILL BE COMPUTED ON A WEEKLY BASIS.
E	MAXIFLEX WORK SCHEDULE (ACTIVITY REQUEST)	THE EMPLOYEE HAS A BASIC WORK REQUIREMENT OF 80 HOURS BIWEEKLY. THE EMPLOYEE MAY WORK LESS THAN 5 DAYS PER WEEK AND/OR LESS THAN 10 DAYS

ALTERNATE WORK SCHEDULE (AWS) CODES EXPANDED REFERENCE (Cont.)

<u>CODES</u> <u>DEFINITIONS</u>

DURING THE BIWEEKLY PAY PERIOD, AND VARY ARRIVAL/DEPARTURE TIMES. CORE TIME IS ONLY REQUIRED 3 DAYS A WEEK. CREDIT HOURS MAY BE AUTHORIZED FOR THIS SCHEDULE. ALL REGULAR HOURS WORKED IN EXCESS OF 40 HOURS IN A WEEK WILL BE USED IN CALCULATING THE FLSA ENTITLEMENT. IT WILL BE ASSUMED BY DCPS THAT THE ACTIVITY REQUESTED THE EMPLOYEE TO WORK GREATER THAN 40 HOURS IN A WEEK AND THE EXCESS HOURS SHOULD **NEVER** BE REPORTED AS **CREDIT HOURS**. FLSA WILL BE COMPUTED ON A WEEKLY BASIS.

APPENDIX D GLOSSARY

GLOSSARY

A

ACPERS Army Civilian Personnel System

AWS Alternate Work Schedule

C

CEFMS Corps of Engineers Financial Management System

COE Corps of Engineers

COLA Cost of Living Allowance

COP Continuation of Pay

CPAC Civilian Personnel Advisory Center

CPO ID Civilian Personnel Office Identification

CPOC Civilian Personnel Operations Center

CRON Chronograph

CSR Customer Service Representative

D

DCPS Defense Civilian Payroll System

DCPDS Defense Civilian Personnel Data System

DFAS Defense Finance and Accounting Service

DOD Department of Defense

GLOSSARY (Cont.)

E

ENV/HAZ Environmental/Hazardous

EOM End of Month

F

FEGLI Federal Employees Group Life Insurance

FLSA Fair Labor Standards Act

ID Identification

IDC Indicator

M

MER Master Employee Record

0

OCONUS Outside the Continental United States

OPLOC Operating Location

OWCP Office of Workers' Compensation Program

GLOSSARY (Cont.)

P

PLO Payroll Liaison Officer

R

RDO Regular Day Off

S

SDA Source Data Automation

SES Senior Executive Service

T

TOD Tour of Duty

T&A Time and Attendance

U

UIC Unit Identification Code

V

VSIP Voluntary Separation Incentive Program